FAT MAG!

PlayStation plus

December 1997
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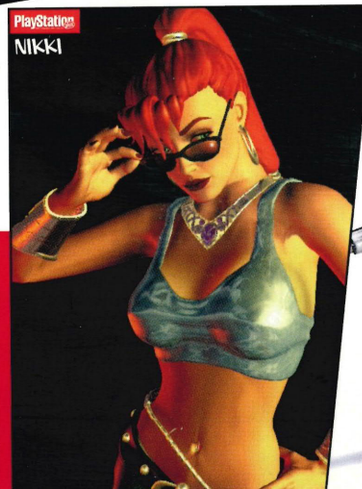
PLAY WITH YOUR ULTIMATE

GAME GIRL

NIKKI AND LARA SWEAT IT OUT IN

PANDEMONIUM 2
TOMB RAIDER 2

HELLO! FREE FOXY FILLIES FOR YOUR WALL



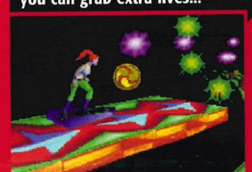


PANDEMONIUM 2: FIRST & BEST REVIEW

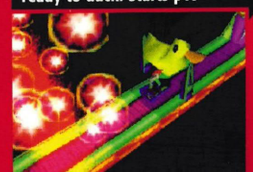
Nikki makes it to the bonus level. Hop on a surf board...



Collect those gold coins so you can grab extra lives...



Run from the red lights and get ready to duck. Starts p10



PlayStation

NEW AV

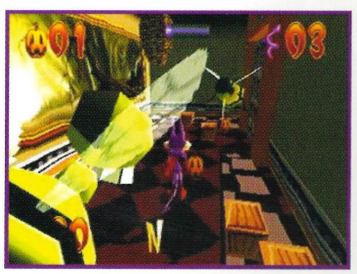
"...THE FIRST PROPER 3D PLATFORMER FOR THE MACHINE. IT'S WHAT THE WORLD'S BEEN WAITING FOR."

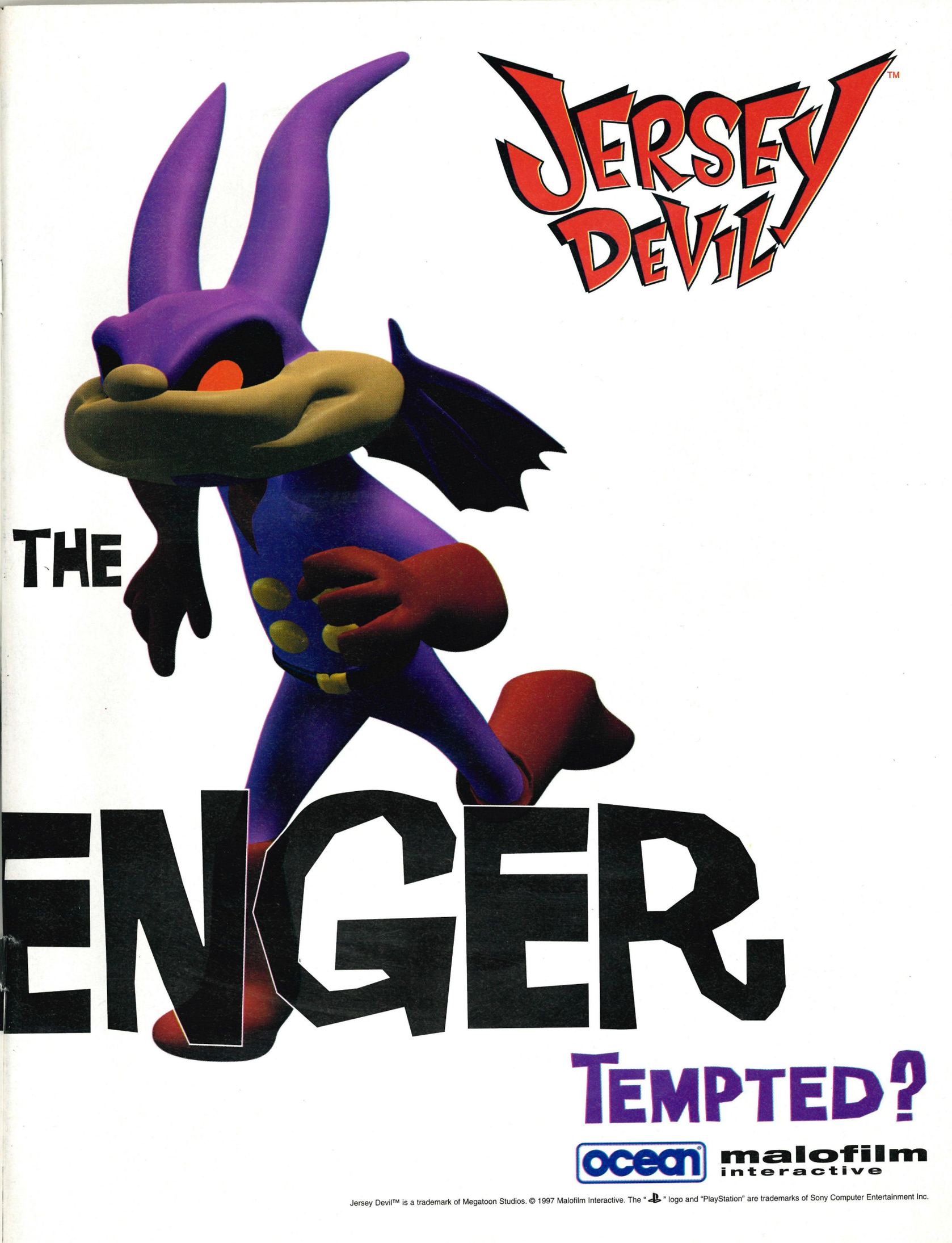
OFFICIAL PLAYSTATION MAGAZINE

"BELIEVE ME, THIS GAME IS COOL. WAY COOL."

PLAYSTATION PRO





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GUN OF THE MONTH: THE G-CON 45



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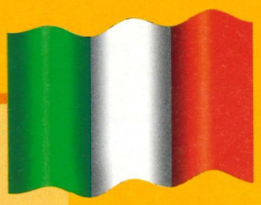
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PlayStation™

THE ITALIAN JOB



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HORSEPOWER	375
TORQUE	36.8
LENGTH	4140
WEIGHT	1065
FUEL	72



THE BRITISH JOB





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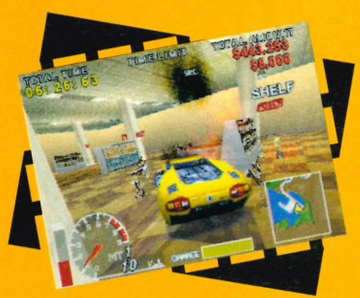
HORSEPOWER	53
TORQUE	9.3
LENGTH	3075
WEIGHT	740
FUEL	50

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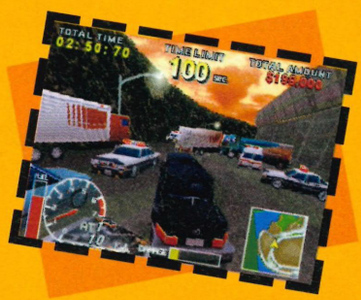
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Whilst accidentally on purpose crashing through a Chinatown shopping centre, or dropping in to the Paris underground without a ticket, don't forget the race against the clock to grab the valuables. The "Crash Cam" camera view will ensure you don't miss a moment of destruction. Just the job !

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C&VG 4/5

"A riotous, ram-raiding feast of felonious fun"
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PlayStation plus Loading

The Knowledge p149

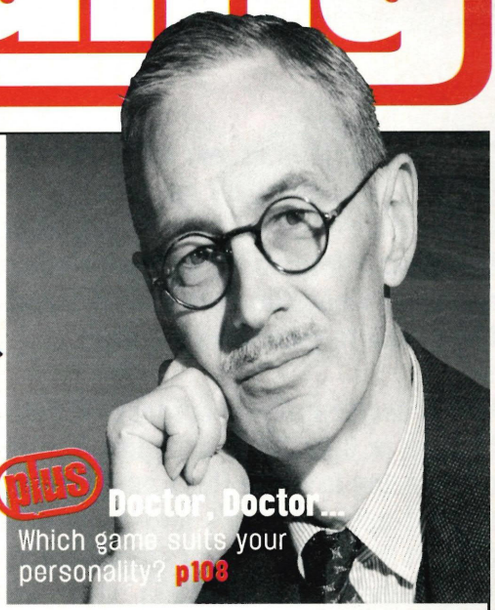
The essential PlayStation guide



The Mix

Stuff you need to know





plus Doctor, Doctor...
Which game suits your personality? p108

AND One careful owner
The whizziest PlayStation motors... p147



The more the merrier
Everything you need to know about multi-player games p64

plus The essential selection
Get these on that Chrimbo list p60

Instant Expert p80

Beat the game! Tips to win!



Oddworld p80
10 pages of expert advice. We show you how to free your friends

G-Police p95 Part one
Resident Evil p100 sorted

AND Q&A! p101
Advice and cheats. Everything you need to know is at hand

Blab p22 24 pages of previews and news

Forsaken **Auto Destruct** Nagano Winter Olympics **Special Ops** The Fifth Element **Grand Theft Auto** Hybrid **One** X-Men: Children of the Atom **Resident Evil 2** Actua Tennis **Snow Racer** Beast **Power Boat** Lucky Luke **Premier Manager 98** Buggy **Pitfall 3D** Ark of Time **Constructor** The Wild 9 **Hardcore 4x4 2**


Forsaken: Corridor chases

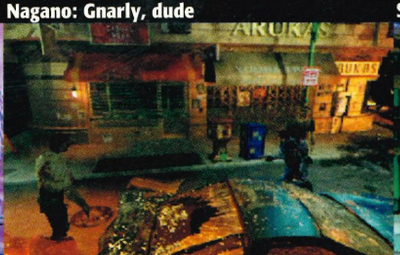

Nagano: Gnarly, dude


Special Ops: Bang! You're dead


Grand Theft Auto: One game crime spree

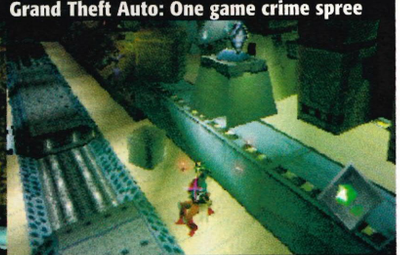


X-Men: About bleedin' time


Resident Evil 2: The dead walk



Beast: Monster mash


One: Armed and dangerous

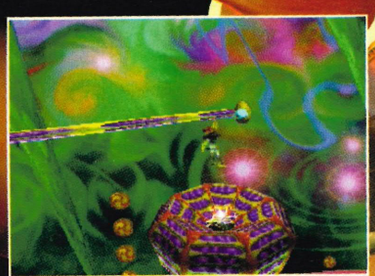
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The Works

PANDEMONIUM 2

p10 The first review. 7 pages of everything you need to know

FIRST UK TEST



■ Trippy colours and big-busted women, oh yes

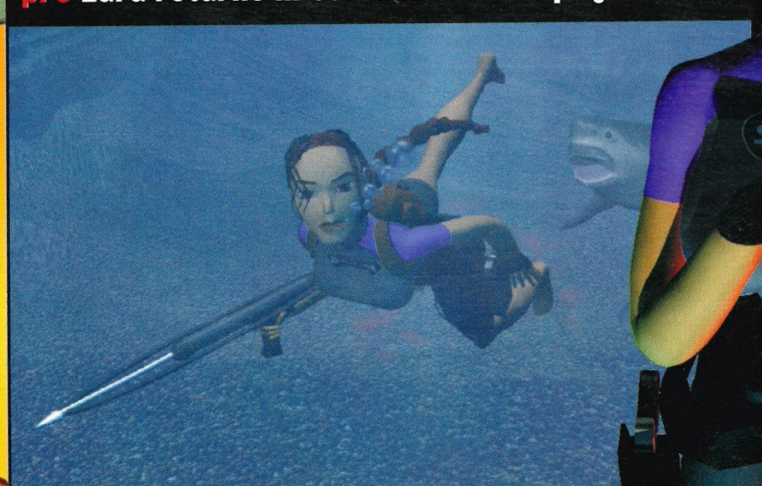


■ It's a trip...

plus

TOMB RAIDER 2

p70 Lara returns in our incredible 8-page review



Rated ON TEST

Every new release this month!

p112 Crash Bandicoot 2
Crash, bang, wallop platform action

p114 Judge Dredd
Mega city or mega shitty?

p115 Mortal Kombat Mythologies
How the mighty have fallen

p119 MDK
Stands for Murder Death Kill. Cool...

p120 Maximum Force
Go for yer guns. More lightgun shooting

p121 Broken Sword 2
The adventure continues...

p124 Monopoly
Wouldn't it be great if it was real money

p124 Command and Conquer: Red Alert
War has broken out on your PlayStation.

p126 Power Soccer 2
An own goal...

p128 Risk
A boardgame. It must be Christmas.

p129 Tennis Arena
Wimbledon was never like this

p129 Actua Soccer 2
Excellent new footie game...

p134 Formula Karts
Pint-sized racing

p134 Z
Even more war

p135 Test Drive 4
Crap racer. 'Nuff said

p136 NBA Live 98
Move over Dennis Rodman

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The museum is now closing

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The zombies bite back

p139 TOCA Touring Car Championship
Superior racer worth a spin

p142 Jersey Devil
A star is born

p143 Discworld 2
More Terry Pratchett laffs. Ahem

p144 Super Football Champ
Oh dear. Oh deary dear

Jumping Jack Flash

Magical duo Nikki and Fargo are back for some psychedelic leaping action.

If you suffer from vertigo, got a dodgy ticker or been diagnosed epileptic, Pandemonium ain't for you. It's fast, it looks like an explosion in a paint factory, it's weird and confusing. You wonder why you're playing it: then you go back for more.



■ **OUT** NOVEMBER ■ **BY** BMG ■ **COSTS** £44.99 ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD
■ **WE LOOK AT** GAMEPLAY, LEVELS, BONUSES, GRAPHICS, BOSSES, ENEMIES, CHARACTERS, STORY



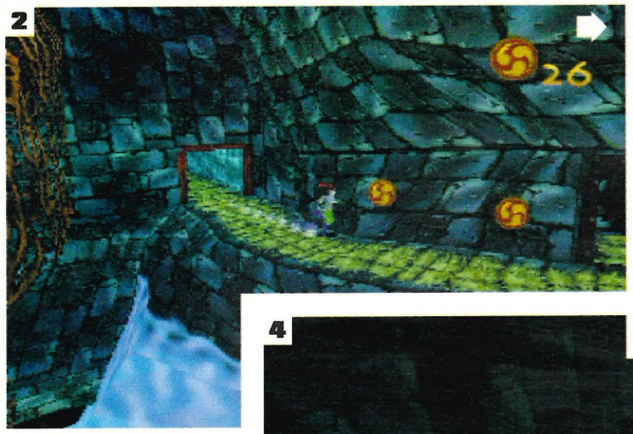
1 Plenty of these cool trippy effects to impress your mates with **2** Ahhh, so that's it. I've always wondered what alien plant life looks like **3** Now there's something you don't see everyday **4** Bad trip... must bail out

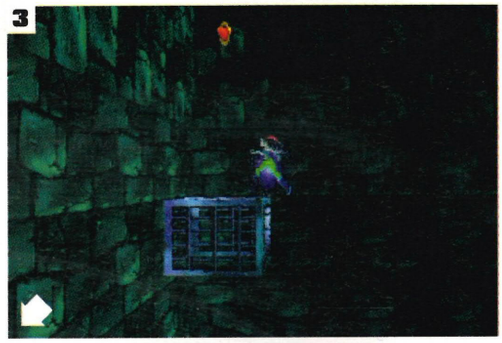
The Works: Pandemonium 2

What's the idea?

You run across the screen jumping over obstacles and on and off platforms. Collect treasure, track down secret routes, squash evil creatures, find keys then head for the exit. Pandemonium 2 isn't complicated but it does offer a challenge. Get into a rhythm and the feeling of speed is blinding.









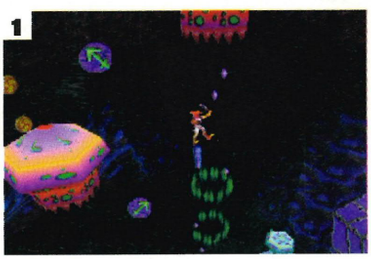


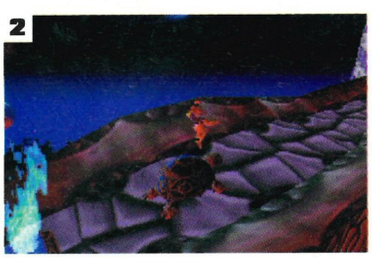


1 Bouncy, bouncy on trampolines. See Nikki go! **2** Grab plenty of wonga along the way. You'll need it for ordering pizza later **3** Find hidden power-ups **4** It's good this jumping stuff innit? Let's jump around some more **5** Avoid tons of hazards and enemies, a bit obvious really **6** Erm, keep on jumping. Believe us there's a lot of jumping in this game

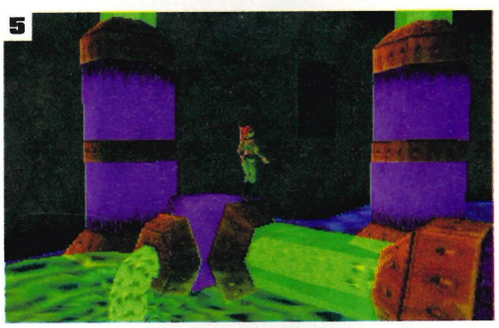
Levels

There are 16 levels all split into areas. The first few are a gentle introduction, but when the game lifts off, it gets hard. Passwords are used to save positions but you have to key the code in every time, which is a pain.

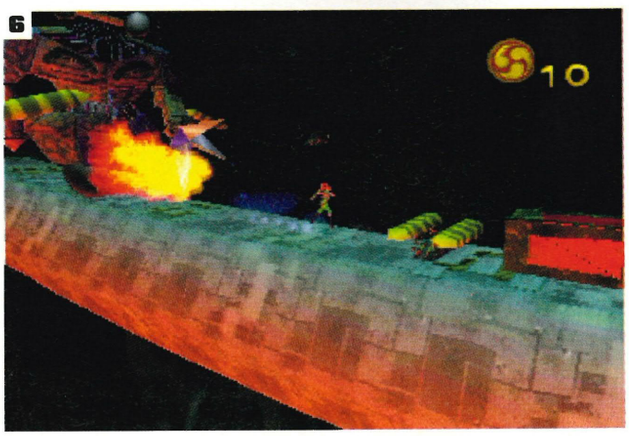










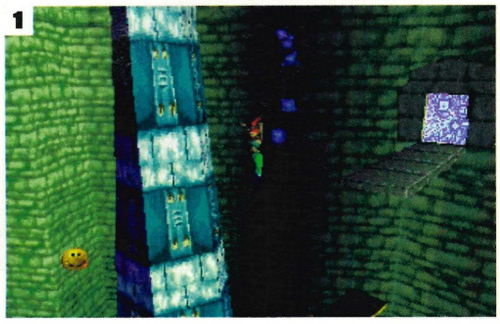


1 Oyster Desoyster: Lava, helicopters and bubbles **2** Temple Of Nori: Bounce on turtles, avoid magicians **3** Huevos Libertad: Rescue pink blobby beasts **4** Lick The Toad: Run from a buzz saw **5** Pipe Haus: Environmentalist's nightmare **6** Hate Tank: Don't become minced meat

'Levels keep you on edge all the time'

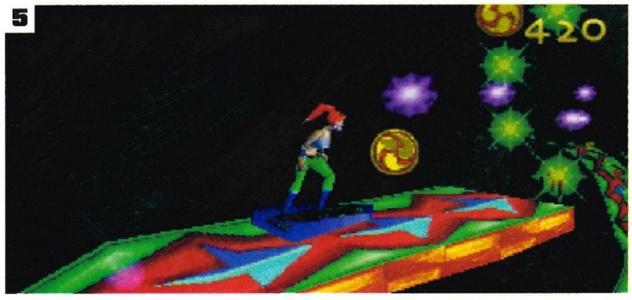
Bonus time

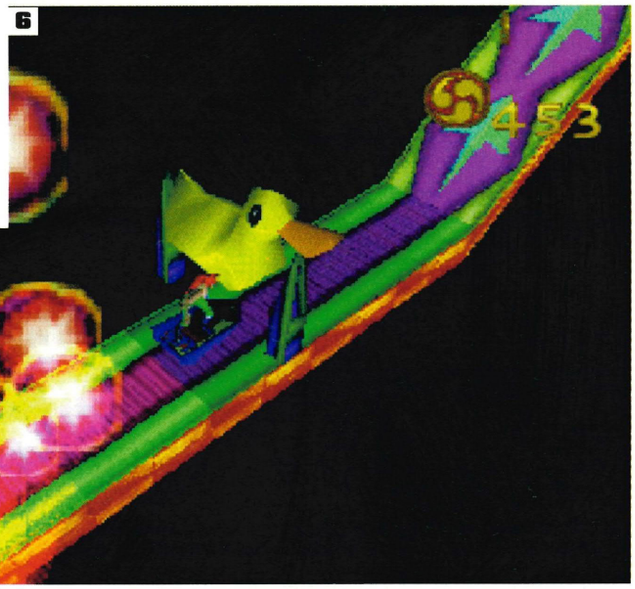
Pick-me-ups include keys, weapons and smiley-faced extra lives. These are rare. Far more common is treasure in the form of coins. Collect 80% and you'll be transported to a bonus game where you surf down a roller coaster track avoiding pinball table hazards.

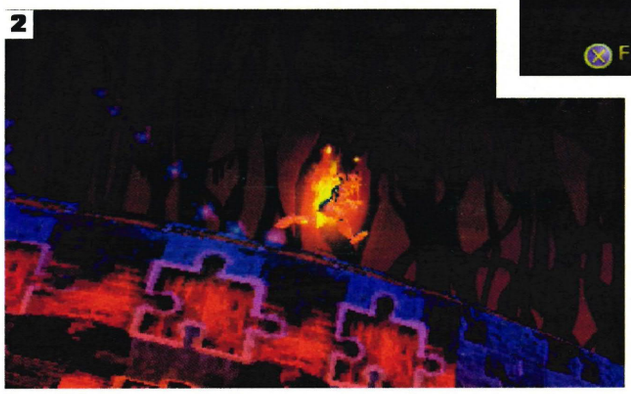








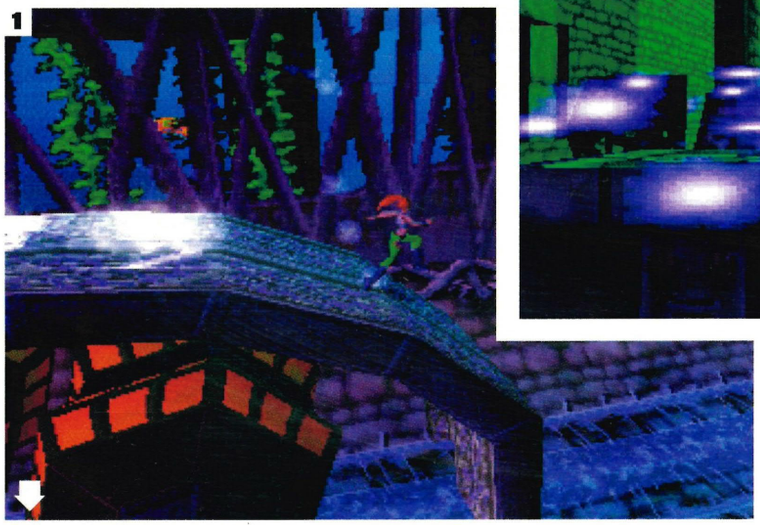


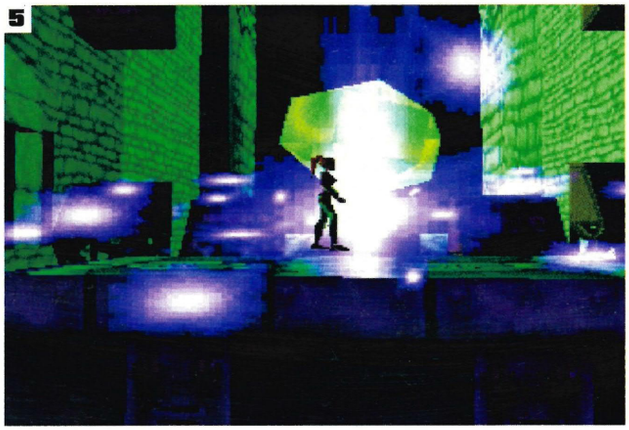


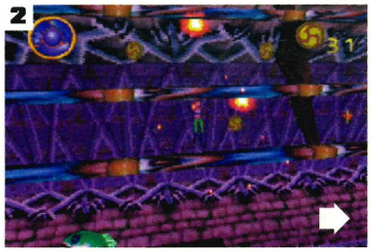
1 Grab the smiley for extra life **2** Although he looks on fire, Fargus is actually protected **3** Collect all the treasure you can find **4** If you managed 80% from a level... **5** You'll be transported to a bonus section **5** And it's time to surf for cash

Tense, nervous gameplay

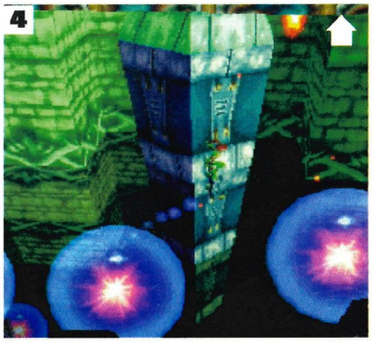
Pandemonium 2 isn't a relaxing game. Levels are designed to keep you on edge the whole time, which gets exhausting. As you run and jump through weird places things fall on your head or electrocute ya ass. Ledges are precarious and it's easy to get on the wrong side of enemies.











1 Electrified floors. Better get off the ground **2** Oh shit. Electrified wires. Gotta get somewhere safe **3** You'll even get electrified by these giant balls **4** Panic sets but with a cool head... **5** Goyjush babe Nikki reaches the finish line

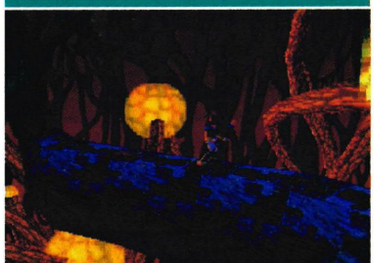
We don't like

Not so slick

The original Pandemonium was a slick, smooth-looking game. For some reason this sequel isn't as crisp. Graphics are pretty smart, and totally tripped out, but they're also grainy. It's not a huge problem, we just expect more.



■ Here's how Pandemonium looked when it came out last year

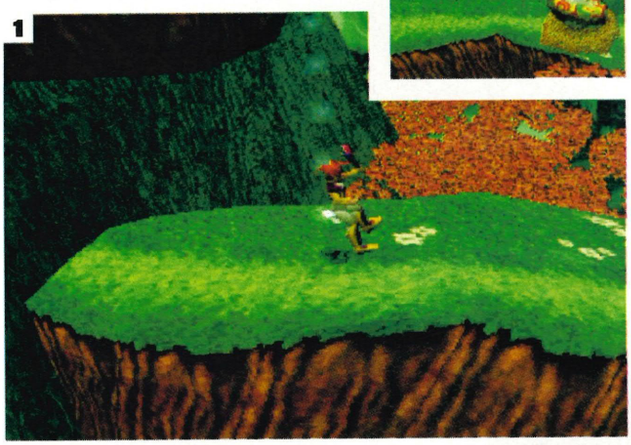


■ Now compare that with the new version. It's a tad disappointing

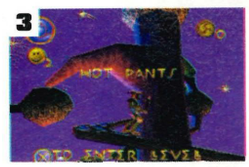
The Works: Pandemonium 2

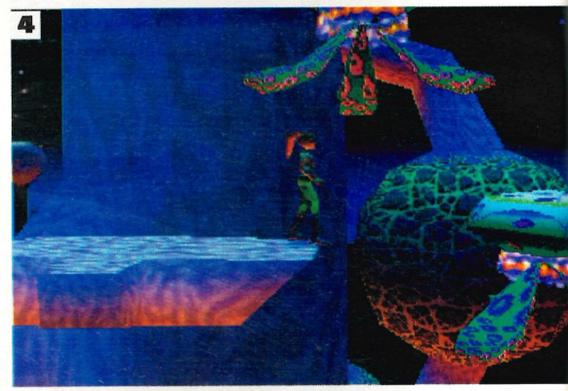
Looks

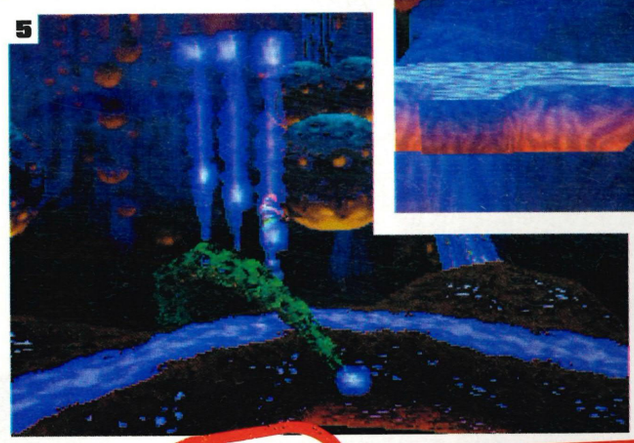
At the start the ordinary and the strange are mixed together. Trees and buildings stand alongside multi-coloured trampoline eggs and some pretty bizarre creatures. Later, links with the real world snap. Shooting into space you discover floating mushroom platforms and plants flickering with energy. Odd, yes, but it gets even more flipped...







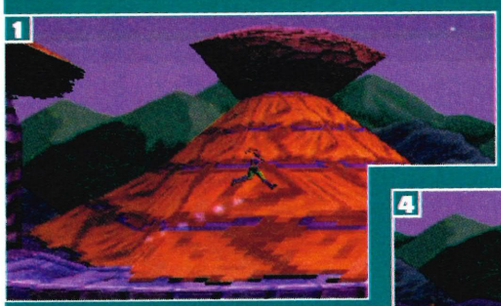




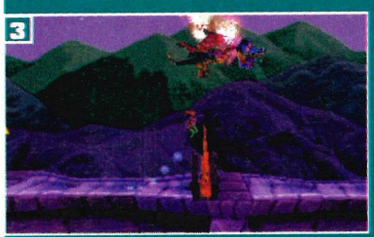
1 A normal enough place but... 2 Who or what left that giant, psychedelic egg lying around? 3 In space Pandemonium really gets weird 4 Check out the floating mushroom platforms with flippers 5 Energy crackles from this bit of vegetation

Bosses

Get to a boss area and you'll notice all sorts of gizmos dotted about. Using these is the key to caning the big bastards. You'll face egg creatures, and a host of other freaks.



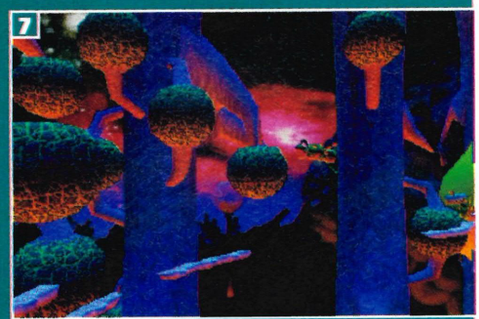












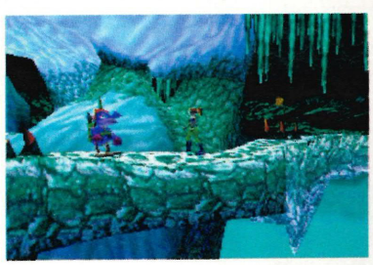
1 Walking into the final section of level one... 2 Up pops an enormous, fire-breathing dragon 3 Use the boulder-lobbing equipment to do damage 4 Hop between sections that have been set on fire... 5 And hide down here when the going gets too hot 6 Kill the beast and head for the stars 7 Crash landing. Level two starts here...

plus We'd like to say...

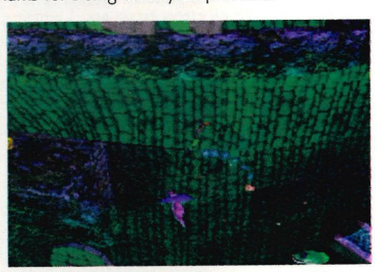
Pandemonium 2 isn't that different from the original version. You still feel like you're guided through the game rather than let loose to explore. Some may be disappointed you don't get to wherever you want, but making something this complicated totally 3D would have been impossible.

Enemies

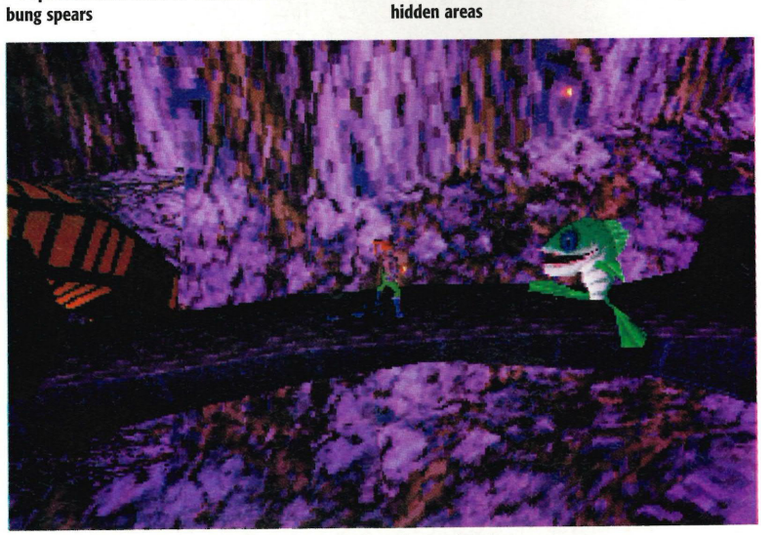
Surprisingly few enemies block your route. Fat little soldiers, bats and spiders are the most common. You'll also come across mobile mines, stickmen, giant caterpillars and inflating hogs. Our favourite are the walking fish. Top marks for being as silly as possible.



■ Squat soldiers come in various forms. These bung spears



■ Bats. Use them as stepping stones to get to hidden areas

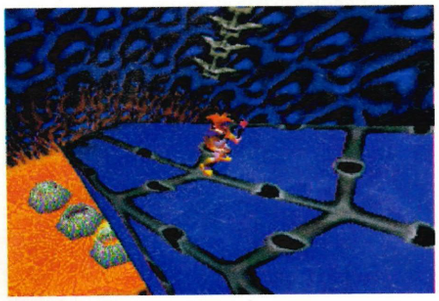


■ Walking fish. Now we know what videogames have been missin'

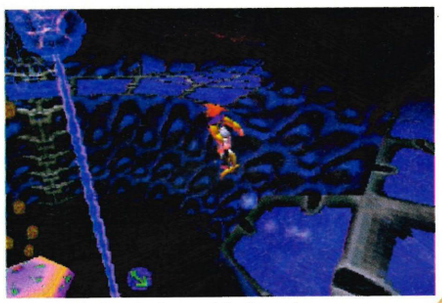
'It gets even more flipped'

Camera Angles

Although Pandemonium 2 is a run-in-a-straight-line kind of game, it doesn't feel cramped because of the clever camera angels. Views constantly zoom in and out and pan all over the place. 'I wanna' get off' your stomach pleads. Views also tend to help rather than hinder.



■ Views switch all over the shop...



■ To get the best look-see of the hazards



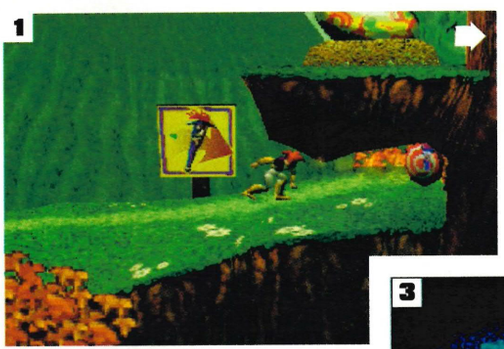
■ Drop down and the camera moves above...



■ Jump and it moves below

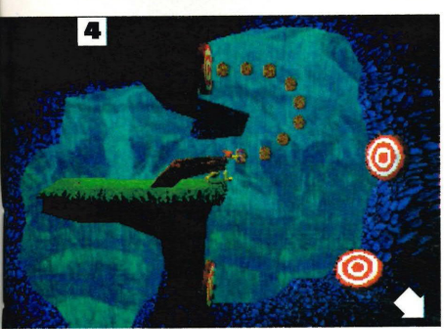
Which path?

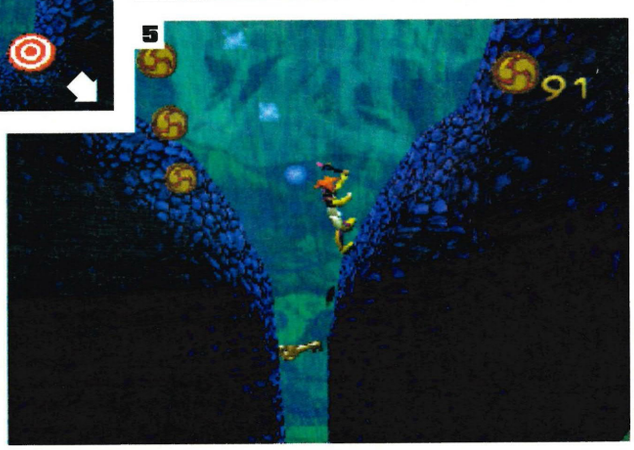
You may not be able to wander where you please, but there are different routes to take through Pandemonium 2. Most of the time there'll be one obvious path, but you often spot suspicious ledges or coins at the edge of the screen. Investigate and you could uncover a secret area...











1 Here's a target. Let's see what happens if I chuck my stick at it 2 Lawks! I've only gone and warped to a secret section haven't I? 3 Ho-hum. Well, while I'm here, I might as well hit some targets to bring up prizes... 4 And guide my huge weapon to grab all the cash I can see. Think I'll have a ham and pineapple pizza later on... 5 Finished! Now all I have to do is head for a key and teleport my rich ass out of this place



The Works: Pandemonium 2

Characters

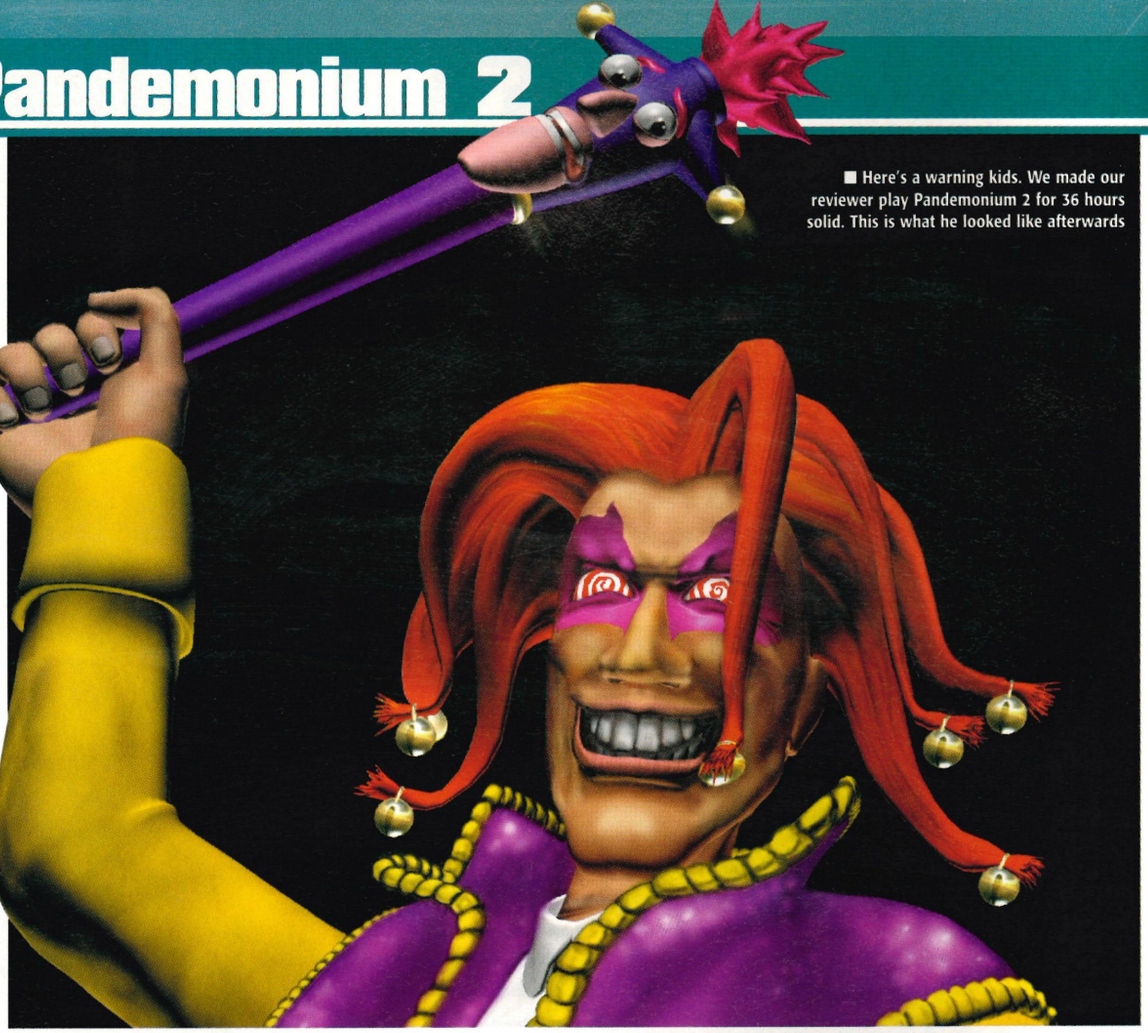
Before each level begins choose between saucy Nikki or lost-it Fargus. Apart from being having marvellous mams, Nikki can pull off a double jump. She's the ideal choice for worlds with big gaps between platforms. Fargo is famous for his weapon so he's better suited to heavily-guarded levels.



■ Nikki showing off with a double jump



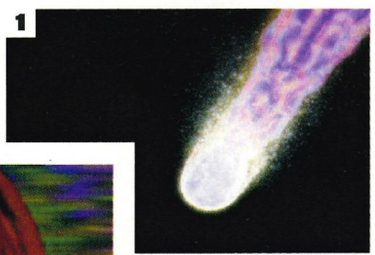
■ Fargus shoots off his stick

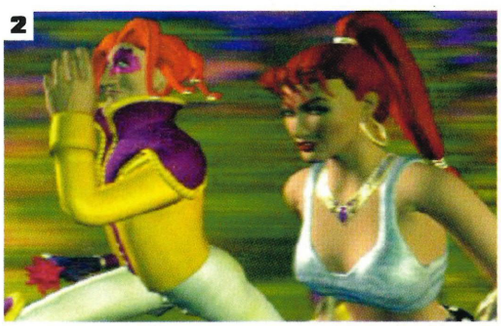


■ Here's a warning kids. We made our reviewer play Pandemonium 2 for 36 hours solid. This is what he looked like afterwards

The story

A magical comet has appeared in skies above Nikki and Fargus' home. It seems this slab of rock can grant all wishes and everybody wants a piece of the action. Nikki intends to become an ultra vixen (woof, woof, dribble), Fargus needs to touch it without knowing why...

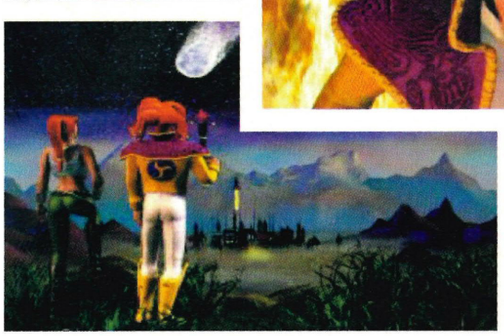








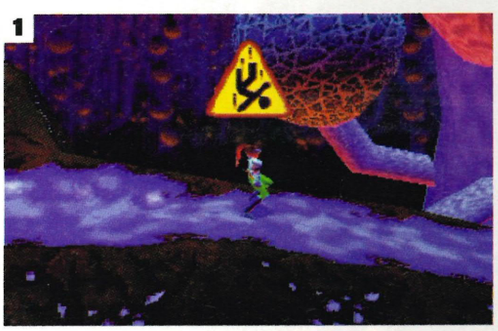


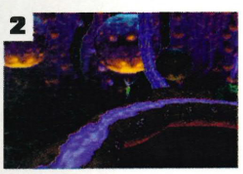


1 Follow that comet 2 Nikki demonstrates the benefits of sports bras 3 Wishing on a star: I wanna be an ultra vixen... 4 I wanna put Fargus' head on a stick... 5 I'm just flippin' mad me 6 And there we were thinking skintights went out with Rod Stewart

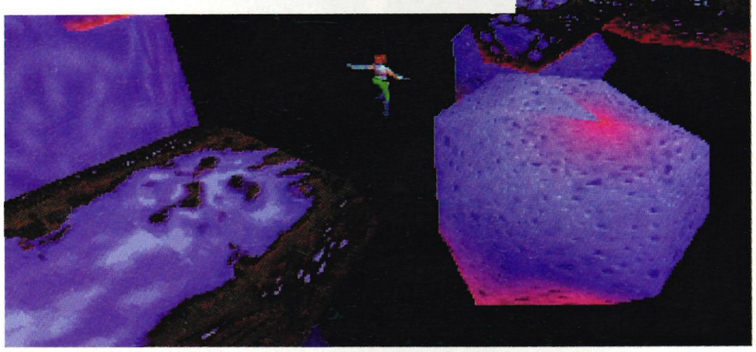
Slip and slide

A good part of the game is spend slipping down slides of one sort or another. It's sensible to go slow and prepare yourself for the unexpected. On the other hand it's much more fun to take chances and go full pelt down these slopes. Reach top speed and the brain can't cope with what's going on.









1 Some sections area a real rollercoaster ride 2 Remember speed can be fun... 3 But there's a hell of a drop if you're too fast

Rent it Pandemonium 2's graphics are rough and you can't choose your route. But it's big and feels like an acid flashback. Not essential, but worth a look. **Jon**

PlayStation plus
RATED 83%

DESCRIPTION OF ACCIDENT

Please state fully how accident happened.

While travelling at a steady 65mph, I noticed a green flash in the corner of my eye.

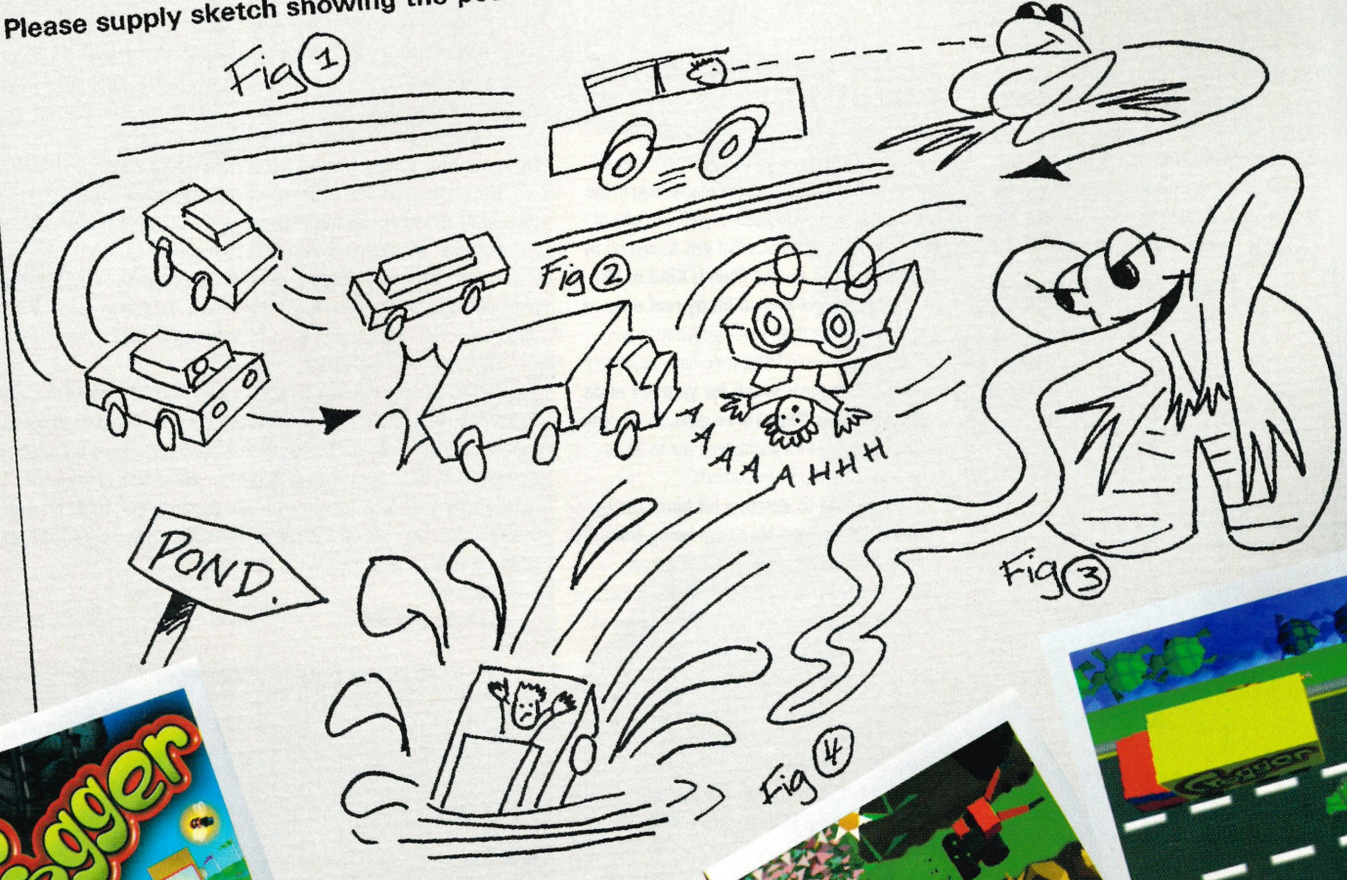
In an attempt to get a better look, I was forced to swerve at least 3 times.

Only at this stage did I notice the truck that was to remove me from the road and deposit me into a nearby pond.

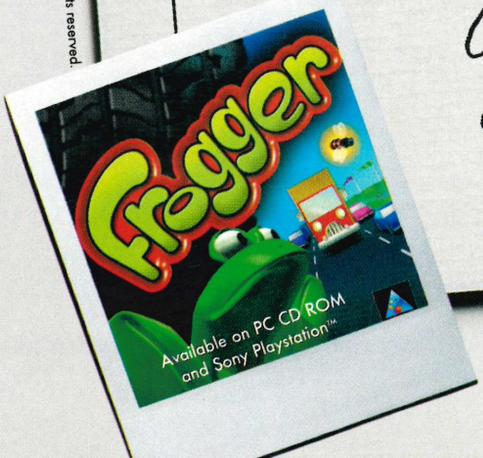
As my vehicle slowly sank, my final observation was of the frog sticking out his heat-seeking tongue then giving me a sign that questioned my driving ability.



Please supply sketch showing the position of vehicles prior and subsequent to collision.



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Got something you're desperate to share with the world of PlayStation? Get writing... (If your question is just about games or tips, use our coupon on page 80, we'll pay the postage and print an answer in PlayStation plus.)



■ Chris' one-handed drawing of Lara

SLAP-HANDIES

I've been a loyal follower of your magazine ever since your very first issue, and have always found it to be the best on the market.

That is, until now. What went wrong?

Since your re-vamp you seem to have taken every effort to move away from informative and entertaining, instead opting for pointless and puerile. **You've missed the Knowledge section then? The fact that we have more games in it than ever before, loads more guides and a FREE tips service?**

Your Final Fantasy VII review last issue spans seven pages and manages to convey almost nothing about the game except that it is big and cool-looking. You might think this is sufficient to send us stampeding in droves towards the shops, but some of us like to know a little more before we throw the best part of £50 at a game.

Is there any slowdown when the screen gets busy? Is there a loading delay on menus? Does it have all the features of the Japanese version? How does the save option work? How many slots does it take up? Is the sound any good? The list is endless **Um, well no it's not actually. And let's take your points one at a time. Slowdown and loading delays would have been mentioned were they a problem. Just like any other game. Yes, it does have all the features of the Japanese version, a fact we pointed out in previews and news stories several times before.**

Our review was based on the UK code of the game and therefore had to stand up on its own merits - that means the contents of the Japanese version are by-the-by. Save option and slots? Again, if they intruded on our enjoyment of the game or perhaps were extra-specially brilliant then maybe, but otherwise...

The sound? Fair point, we didn't tell you about the sound.

I realise you won't print this as a letters page looks far better when it's full of fawning letters containing trite comments and poor jokes, but at the very least I hope you will take some of the comments on board.

Will Robbins, Shipston On Stour

I DON'T KNOW MUCH ABOUT ART...

To start with, let me tell you what a MAJOR improvement you've made to the magazine. It's now the most attractive and readable mag in the world. Now let me introduce myself. I'm one of those stereotypical saddos that gets turned on by fake women like Lara and Chun-Li **Kind of like us, except we get turned on by real ones as well.** It's because if we saw a girl/woman who looked like Lara we'd know we'd have absolutely no chance with them **Speak for yourself mate, we're all dating Page Three girls.** so we settle for the drawing as it's guaranteed not to let us down. So Mr Kemp from Cornwall

We've had to delete a bit here 'cos he makes a joke about Mr Kemp being from Wales. And here's a geography lesson Chris: CORNWALL ISN'T IN WALES. if that's sad I guess us saddos are not very strong-willed.

PS You won't print my name will you, I'll never live it down. If you print the picture too, don't mention my name.

PPS Forget it - I'll just scribble out my name **Er, you didn't Chris. You left it all on, surname and everything. But just in case you hold down a responsible job, we'll leave out the surname.**

Chris, Cheshire

WE COMMAND YOU

I recently wrote to you about which games to buy and got my letter printed. You told me to buy either V-Rally or Rage Racer and then to rent the other one. This I did. **It's good to have readers who do the things we say. Anthony, send us a tenner each.** I bought V-Rally and I am really pleased I did 'cos it's got everything. I also rented Rage Racer. I must admit V-Rally is the better of the two, but Rage Racer is still a fantastic game.

The main reason I wrote again is to ask... **Stop! Having started so well you went on to lay into Chris Harker and Nigel Fannon, two**



PERVS AND PROUD

What a sad bunch of pervs you are. **You've met us then.** What the bloody hell are you doing devoting pages to computerised images of female game characters?

Um, this is a PlayStation mag. What do you expect us to do? Feature images of female characters made out of dough?

I think you should go out and meet more girls **What? 'Cos we had a feature on foxy games characters? We also review beat 'em ups? Maybe we should go out and do some more fighting? See the flaw? There's one place called reality and we're in the other place.**

The new format and price are cool but if you carry on like this, I will have to reconsider buying your magazine. **Well, 'Boring Fart With No Sense of Humour Monthly' could probably use some more readers.**

SP Cavanagh (by e-mail)

RANT

Leave off Retro games - I like them!

Regarding Rant in the October issue of PlayStation Plus, I have this to say: 'Stick my PacMans where the sun doesn't shine?' Get real? Here's a taste of reality for you mate. I am sick and tired of the snobby attitude affected by modern videogame players. I've had it up to here with their smug assurance that modern games are the only ones worth playing and that everything from the past is crap. Take your beat 'em ups and racing games and go stuff yourself with polygons, I say.

In 'why old games are crap', you say, 'things have to progress, and when it's time to move on, these games are best left alone and shouldn't be dredged up again.'

Well perhaps we should all go out and destroy our zippo lighters and analogue watches, then. After all, technology has progressed to butane lighters and digital readouts.

However, we haven't have we? Let me spell it out. T-A-S-T-E.

For me, the happy bleeping sound of the PacMan intermission music, or the look of the platforms on a joust screen are tasteful. Sure, the games aren't as big or powerful as the ones today. The game ROMs for Joust and PacMan together total less than 256k.

But to me, they have style.

And I'm pleased to finally be able to own them. Why not? For the last £15 my only other choice has been to buy one of the arcade originals. Compare £1,000 plus to £129 plus the cost of a game - even you can work that one out. So leave off criticising the retro collections. If you want to moan about something, moan about how boringly alike some game genres are today. By the way, as a point of fact, the music companies do drag up fond memories like Namco and GT do - or perhaps you've missed the adverts for The Best Disco Album in the World... Ever all summer long. A top seller, too.

That's real.

Dal Perry, East Molesey

One bloke's view. What do you reckon? Send replies to the usual address.

■ Burger Time: This is tasteful



■ Moon Patrol: Leave 'em alone, OK!



»

FIGHTS BACK WHEN CORNERED



A LONG, DIFFICULT MEETING.

Then a 200-mile journey over treacherous mountain roads. Life can be stressful for a top international executive, but that's not your problem. You're a car thief working for the Mafia and you need to rip off his car for a crime mission.

Of course, stealing cars and shooting people creates innocent victims.

Anyway, if the highly-engineered saloon stolen from this advertisement is not your cup of tea, Grand Theft Auto offers you over 30 different vehicles to steal, each with its own handling characteristics, including sports cars, buses, garbage trucks and motorbikes.

In headrush-inducing top-down perspective you race through three different cities, each with its own massive and unique road system and local landmarks.

Your Mafia bosses will require you to commit numerous tasks along the way.

But for this much adrenaline, it's criminal not to.

BMG INTERACTIVE

PC CD ROM

PlayStation

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■ F1 97's in the pits...

other readers who wrote saying they don't like Rage Racer. It is now officially AGAINST THE LAW to have a pop at Chris Harker. Quite frankly, we're sick of typing his name.

Anthony Noble, Oldham

WATCH YER LANGUAGE!

Congratulations! I've been running around for donkeys years just to find reviews and information for the three games Croc, Tomb Raider 2 and Street Fighter EX Plus Alpha. Then last week for the first time I saw your mag. I got the October edition. It had everything I needed. You really do help. Your reviews are really big and very nicely worded except the occasions that your magazine has bad language.

Bollocks! When do we ever swear?

I don't mind it a lot, I just ignore it but what happens if your magazine gets into the hands of someone that didn't know these words?

Chris mate, you're nine. When you were eight did the swear word teacher come round and give you bad language lessons? No? So who do you think won't know the words?

Could you please cut down on the bad language? I really like your magazine still and I will never miss an issue.

I really like your smart comments you put in between letters sent in with complaints they are funny. Also I like your insane comments about the Saturn.

Christopher McKean ***nine years old***

BLOCKBUSTER ADVERT ALERT

I've just sat down and read your new PlayStation Plus and it's absolutely brilliant **We don't make the praise up, honest.** How you have managed to improve upon something so good is beyond belief, but you have done so and exceptionally well. Now I've got that out of the way I'd like to say that after reading the letters page, and especially the Rage Racer debate **Oh-oh. An especially sharp axe is poised to fall on this letter...** why when it seems common sense don't people rent before they buy? It's better than paying £30-£50 for a game and then moaning about it. **OK, the axe goes away. Good point.** Reading magazine reviews is a good way of getting an idea of what a game's like but everyone feels differently. Use your head and rent before you buy **What's your name? Mr Blockbuster?** A question for you guys. How do you go about getting a job in computer mag journalism. It's something I would love to do **Get exams, get on a journalism course at college, then bribe the hell out of us.**

Dean Parker, Knottingley

YET ANOTHER SATURN SHAGGER WRITES

I love your new layout. It's great but I would like to make a few points. Stop slagging the Saturn. **No.** It is a great machine with with great arcade racers and beat 'em ups. **Like the PlayStation. Only the PlayStation has more great racers and beat 'em ups. As well as great adventure games.**

Please tell the truth about games. I think V-Rally is absolute shite **Oh, so because we think it's great, that makes us liars does it?** Tekken 2 has great gameplay but they look like cereal boxes. **A hint readers: Don't accept breakfast from this man.** Soul Blade beats it easily but just needs a few more characters, a bit like Rage Racer needs a few more tracks.

Don't get me wrong, I love my PlayStation but we do have to improve on beat 'em ups and racers. We haven't got anything that can beat Fighters Megamix and Sega Rally. **So you say.** Sorry if all you PlayStation guys think I'm a traitor and I'm sure you'll reply to my letter **Yup, you could be the new Chris Harker.** but come on, it's the truth. Before I go I'd like to ask you about the Christmas line-up. I'm getting four and have decided on three certain ones: Tomb Raider 2, Croc and Fighting Force, but I don't know if I should get Final Fantasy VII, Rapid Racer or Actua 2. What's your opinion? **Fighting Force is arse, so beware of getting that. Final Fantasy VII is a must, Actua Soccer 2 is the PlayStation's best football game. Draw your own conclusions.**

Tom Pennington, Kingston

F1 GETS SLAGGED FOR THE FIRST TIME

Having recently bought the most excellent Formula 1 97 **Most excellent? Jeez, it's the kid off the McCain oven chips advert.** I eagerly rushed home and booted it up. Wow! Fantastic! Superb! were my reactions as I whizzed around the Melbourne circuit only to come crashing to a halt seconds later.

Now that would make a great replay, I thought. I can't wait to see this. Hang on, where's the reply option? I searched through the instruction manual, no mention of a replay option. Bollocks.This was one of the options I enjoyed about the original F1 and it seems that Bizarre Creations have ditched it for some obscure reason. If there is a replay option could someone please tell me how it works. Perhaps it's a hidden cheat **Um, don't you think it would say if there was one? There isn't.**

And another thing. The game's manual says that you can toggle the camera to locked or unlocked. In unlocked when you crash the camera will pan around getting the most dramatic angle. Pah! this makes absolutely no difference locked or otherwise.

N Harvey, Felixstowe

F1 SLAGGED AGAIN

Here we go again! What are Psygnosis up to? I think they just don't give a shit. From what I've seen of F1 97 they just want our cash. I went out like the fool I was and and got it as soon as it came out. Sometimes I wish I hadn't. Everytime I play it I find a flaw and here they are **Not all of them, mind. There were SO MANY we've only had room to print a few.**

On the Monaco circuit what are the boats floating on? Where's the bloody water? The whole point of Monaco is one false move and I may end up in the drink, or at least the illusion of it. Nah, that's too easy for Psygnosis. Let's just tarmac it.

On the same circuit when you enter the pits you can see other cars through the garage blocks on the road behind.

When going through the Monaco tunnel it looks like the ceiling is about to cave in, what with all the cracks letting the sky through. **And on and on he goes. Let's dip into the letter a bit further on, shall we...** If you edit the drivers why does it insist it's still the original drivers during the commentary... **And a bit further on.** The 60s circuit: Nice idea, shame about the bugs.

I think the Psygnosis should get their shit together because from what I've seen they ain't got enough to make a turd **interesting idea...**

Phil Napolitano F1 Fan ***we assume that's the sport, not the game*** *Slough*

class ALL HAIL THE ABE'S FAN!

I've just seen Secrets and Lies - what a brilliant film. You really felt for the characters, each bearing their own troublesome stories. I know what you're thinking - wrong magazine mate!

I've just finished Oddworld, Abe's Oddysee. Here is a very rare game - you really feel for the main character and the story centred around him. The fantastic graphics and animation, FMV merged in with playing screens, amusing sounds, devious puzzles and mid-level cutscenes **Hey, hey stop the car! We've done the review already** Thanks to GT Software and everyone else involved with the creation of this refreshing game - I look forward to part two!

I finished the game with 89 saved, two casualties, eight not found - would I have seen the good or bad ending? It looked good to me. **You would have got the good ending with 89 saved. If you want to see the bad ending, or any of the rest of the FMV, and even a cool Abe's advert which you'll love, we printed a cheat in last month's Instant Expert for all the movie sequences.** Your new improved magazine looks great! **Cheers, and we're glad you agree with us on Abe's.**

Christopher Sargeant, Stevenage

We make PlayStation plus

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FAIR COMMENT
Everything we write and print is based on our own personal opinions. And remember, just 'cos you don't like them doesn't make them wrong. That goes double for you, Tom Pennington.

The information in our fact boxes comes from the companies, or is correct to the best of our knowledge. Our news and previews are based on information we have found to be true and correct at the time of going to press.

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emap images

SATURDAY MORNING

THIS NEW CLEARASIL COMPLETE REALLY WORKS. I USE IT EVERY DAY AND LOOK AT ME!

DO I HAVE TO?

YES, THIS IS ONE OCCASION YOU REALLY SHOULD LOOK UP TO YOUR OLDER BROTHER. NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS. USED EVERYDAY IT WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH.

CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.

ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!

ALL YOU NEED TO HELP BEAT SPOTS!



* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.

Blab

- p27 Auto Destruct
- p38 Resident Evil 2
- p28 Nagano Winter Olympics
- p40 UEFA Soccer

Bored? Nothing on TV? Then stop here for the first news on all the top new games. Inside info, new screenshots. The lot. Still bored? Better take up gardening then y'saddo...



'The speed of Forsaken will make your jaw drop...'

■ p29 Match Day 3 ■ p30 Special Ops ■ p32 Grand Theft Auto ■ p35 X-Men
■ p43 Snow Racer ■ p44 Beast ■ p50 Rascal ■ p54 Wild 9

■ **OUT** MARCH ■ **BY** ACCLAIM ■ **PLAYERS** 1-4 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, MULTITAP, ANALOGUE PAD

Forsaken

For Sale: One bluey-green planet. One previous owner, several million years on the clock.

Forsaken is an all-out blaster epic. Set in the year 2113, you play a space looter whizzing around earth's mining tunnels, looking for goodies and picking off anyone who gets in your way.

Hover bother

To get around the caverns, you are given the choice of one of fifteen hoverbikes. These cool vehicles are the fastest way to get around, and as the player flies through the caverns, the action is seen from directly behind the bike for maximum speed.

The caverns are bloody excellent, with stony walls and huge arenas to fight in. Even better, there's stacks of little hidey-holes where cunning gits can get in and pick off any one who goes by. Well, who said you have to play fair?

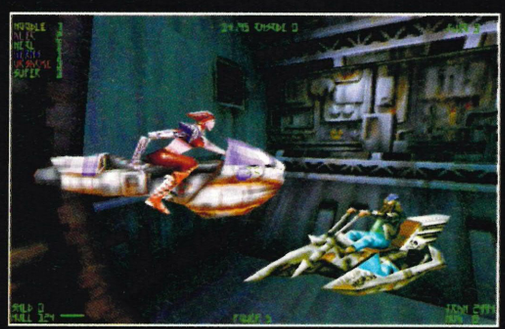
Cave men

The game's split into 15 levels, and they're all bloody massive. The areas include icy wastes, dark caves, and even robot-guarded levels, complete with gun turrets ready to pop a cap in yer arse.

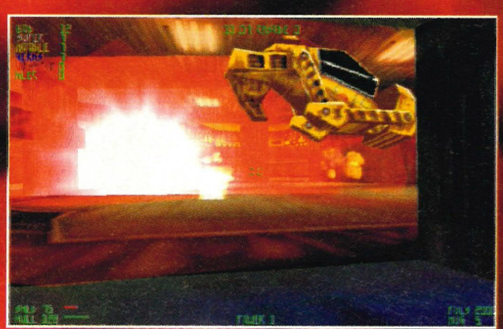
It's not all bad news, though. The levels have loads of ammo and cool weapons



■ The prototype for Tesco's latest shopping trolleys was doomed to fail



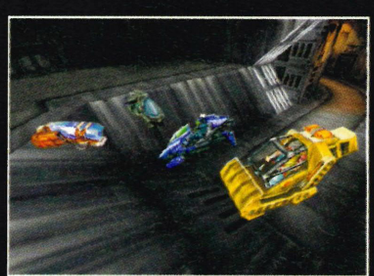
■ Each hover bike varies in its capabilities



■ Boom! That'll be one less looter, then



■ Alton Towers has got nothing on this place...



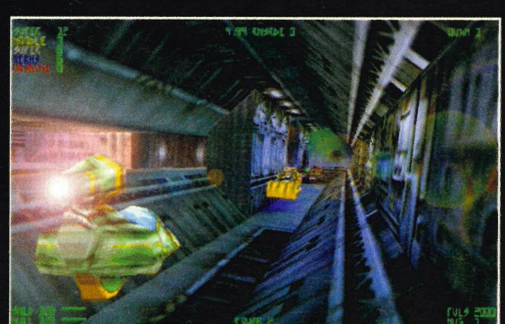
■ The cameras swing around to give the best views of the action



■ Guts, skill and fast fingers are what you'll need to cane Forsaken



■ That biker's mate in the sidecar could do with feeding up



■ More corridors than a dozen sci-fi films

»



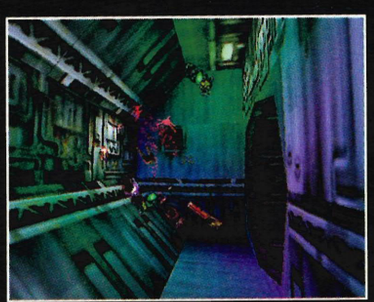
■ A locked-on missile blows another looter to bits. Now rush in and nick his goodies



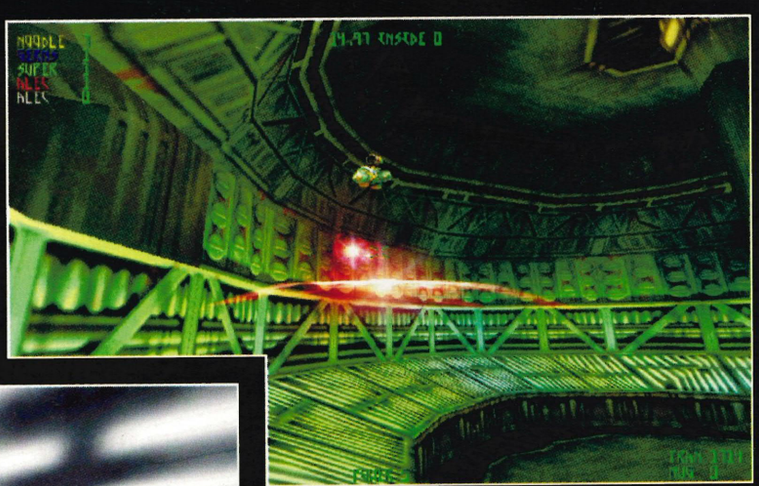
■ Another missile is deflected by this smart-looking shield device. Cool or what?



■ Acclaim is hoping to keep this multi-view system in the final game



■ One of the levels before looters blow the shite out of it



■ One of the central arenas. Perfect for huge battles to the death

knocking about. These have been left behind by past looters, and range from mines, lasers to bloody great bombs.

Faster than a speeding bullet

The speed of Forsaken will make your jaw drop. The hover bikes are well pokey, and avoiding hitting the walls is half the challenge. When you're playing alone, the aim is to take on PlayStation-controlled bikers, until you're the last one alive.

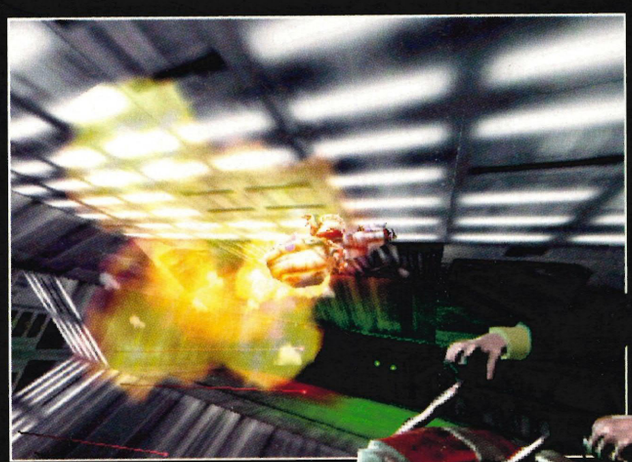
Get yer mates in

By far the coolest thing about Forsaken is the link-up mode. Get two PlayStations together with a cable, and Forsaken becomes the donkey's todger of shooty games. Four players can muck in, with the machines splitting the screen so two players play on each TV. The game's then a free-for-all as lasers and bombs become hard currency, and the slow get smeared across the walls.

Speed kills

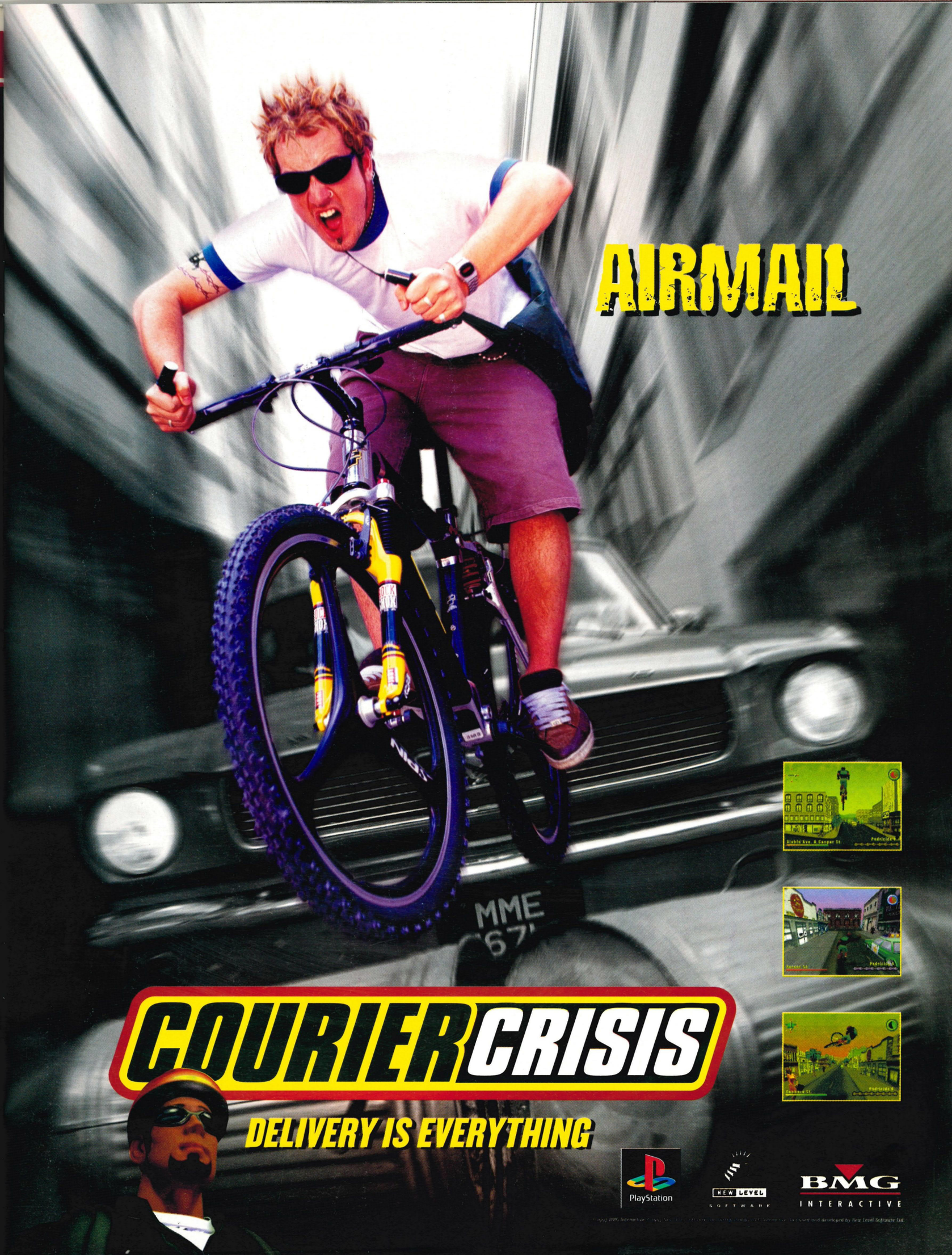
Forsaken looks like it's going to be massive. Everything about it has been tailored to keep it well up to speed, but in terms of looks this is every bit as gorgeous as Teri Hatcher. The fifteen levels will last even the meanest looter a couple of months, and then there's the best two-player mode of any game we've seen yet. Get ready, because Forsaken is going to be so hot, it'll leave scorch marks on your PlayStation.

● *We like this. A lot. The detail and speed makes it look better than any shooter we've seen. Keep an eye on this one...*



■ Dum, dum, dum. Another one bites the dust (copyright Gladiators, ITV)

■ 'Hey there, buddy, you sure ain't one for talking, are ya?'


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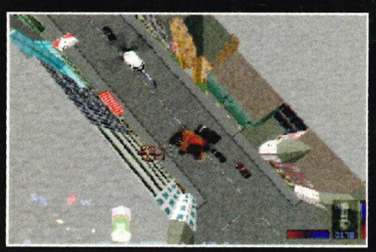
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Cars and guns. A better pairing than lager and crisps...

■ **OUT** JANUARY ■ **BY** ELECTRONIC ARTS ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD MEM CARD



■ Move, or I'll kill ya! Too late, pleb!



■ Traffic chaos. Where's the lollipop lady?

Auto Destruct

Forget the green cross code and keep death ON the roads with this violent romp!

The Green Cross code bloke wasted his time. These days the roads are full of cars firing shitloads of guns. They are in Auto Destruct, anyway: a game where you play a gun-firing psycho Knight Rider. But with a far cooler, and much harder, car.

This is your mission:

Causing loadsa deaths may be fun, but you need a reason to do it, so here's the plot info: All-round bad lot, the Disciples of Lazarus are making life hell. He killed your family, so it's time to make him pay! And blow up as much stuff as you can on the way. Not only that, but you have a bunch of other missions to deal with. All over four massive cities.

'Lazarus killed your whole family, so now it's time to make him pay!'

Downtown

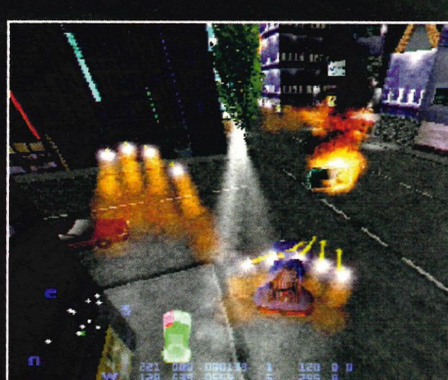
London, New York, San Francisco and Tokyo. Beautiful cities for you to wreck while you do your missions! You get the freedom of the city, which is her-uge, and a map to get you round it. The cities look great with traffic, people and everything. You get told what to do next, so there's no excuse for going sightseeing. Anyway, if you get lost, you can screw up urgent missions.

Speed kills

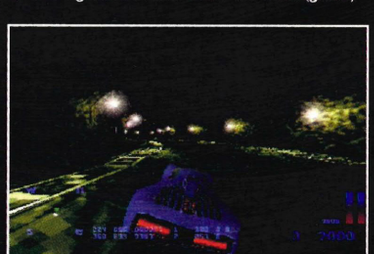
We like guns and cars, and this game has 'em both. The car handles like a real turbo-charged beast, and the weapons...

There's a real choice of weapons to kit up your car with. Like to pepper the enemy with holes? Try a chaingun. Fancy some explosions? How about firing off a load of rockets? If this lives up to its promise it should be a good 'un.

● *Guns..cars..blowing things to kingdom come. That's good enough, but there's a clever little game there, too, with smart missions. Watch out for this one.*



➡ Explore historic Tokyo, and blow it up!
⬇ Underground action. 'mine' the walls (groan)





■ Check out the skidmarks

■ Three rockets at a time. Don't mess...

■ **OUT** JANUARY ■ **BY** KONAMI ■ **PLAYERS** 1-4 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD

Nagano Winter Olympics 98

Winter sports freeze yer nads off. Unless you can play them in your front room, that is.

Nagano Winter Olympics 98 should combine all the classic ingredients of a sports game. The action happens on snow and ice and you'll need skill, judgment and stamina for a range of chilly events.

It'll probably be a bit dull challenging the computer, but against friends it promises hours of fun.

The line-up

An offshoot of the Japanese Winter Olympics, Nagano offers armchair athletes 11 events. There's two speed skating contests, figure skating, snowboarding, giant slalom, downhill, ski jumping, ski acrobatics, luge, bobsleigh and curling. Should be plenty to keep us amused.

Nifty fingers

Some of the events are straightforward arcade-style games. In giant slalom you have to tuck, turn left or right through gates, or dig edges in to make sharp turns. The idea of ski jumping is to go when the wind is right, jump from the proper spot, get angles in the air right then pull off a solid landing. Speed skating is all about hitting the buttons as fast as possible. Sore fingers alert.

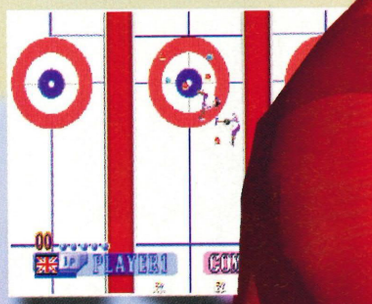
Solid Stuff

Although some of the sections still have to be finished, Nagano is already looking tasty. Competitors are solid and realistic, and locations send a chill down yer spine (of cold, not fear). Gameplay seems to be as solid as most track and field type games but the events should be more exciting. Would you rather chuck a ball and chain across a field or pull a fakey 360 to mute grab?

● *Prolonged play will probably damage fingers. Can't wait!*



■ Curling: it's like bowling on ice. Sort of



■ Get pucks into the target



■ Giant slalom. Ski gracefully between gates



■ Getting a qualifying time is hard work





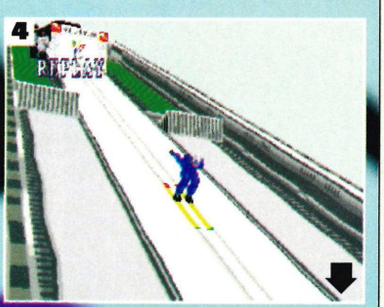








■ Speed Skating is a real finger battering event. By the end of the race you'll be exhausted





■ Far from being strictly for loonies, Ski Jumping is a delicate and precise sport

■ In curling the puck travels towards a target as the ice is brushed. Must be why it's played by girls

■ **OUT** DECEMBER ■ **BY** OCEAN ■ **PLAYERS** 1-4
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

Match Day 3

Meet the Peter Beardsley of games: It's been around for years and ain't much of a looker.

Match Day 3 is yet another soccer game, with Ocean digging out one of its old games for an update. The Match Day series dates back to the geriatric ZX Spectrum, when it was the best of its kind. Match Day 3, on the other hand, has got its work cut out if it is going to top the likes of ISS Pro and Soccer 97.

Looks like Iain Dowie

It has to be said that Match Day 3 looks a bit rough. In fact it's rougher than Phil Mitchell after a night on the sauce.

The international teams on offer feature the likes of Shearer and Zola (with slightly changed names), but they look more like Lego men than soccer pros. Still, to add a bit of variety, Match Day offers six different views (top down, side-on, etc), and replays to look at golden goals again and again. Wow.

Tackle out

The game controls are also fairly simple. Passing and shooting are the main two buttons, along with a couple of tackles Vinnie Jones would be proud of. There are also headers, corners and free kicks. But then again, it wouldn't be a footie game if it didn't. In fact, Match Day 3 has all the basics you need for a footie game, it just doesn't have the thrills. A bit like Bolton Wanderers.

● *We're not convinced about Match Day 3. It looks arse, and there doesn't seem to be that much to it. We'll see...*



■ There's more to line dancing than you'd think



■ That'll be the distant view, then



■ Scotland gear up for the World Cup



⬆ Spain make a break through a relaxed-looking Columbian defence

➡ You'd pay nearly twenty quid for a view like this at Highbury...

■ **OUT** JANUARY ■ **BY** BMG ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

Special Ops

Atten-shun! At last, a war game with some killing in it!

Carnage is about to break out on your PlayStation! Special Ops is a war game with a difference. Instead of bossing armies about and watching battles from a distance, you get to pick off the baddies yourself! Action is viewed from behind the soldier you control, and as the enemy appear it's up to you to cap their ass.

Enemy Lines

Special Ops drops you behind enemy lines in a number of danger hotspots. Arctic, forest and desert warzones each hold a number of dangerous missions.

These range from rescuing hostages and sniper duties, to finding secret weapons and either stealing them or blowing them up. There's no set way to complete the missions, so it's up to you to work out how to do it and how to get your men out safely.

Bomb the Bastards

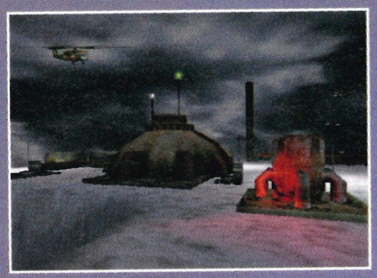
The cool thing about Special Ops is you get to make all the decisions and have to make them work. You could storm a base, for example, and lose a few men. Whereas if you sneak up on the building, position a few men around it and pick off the guards one by one, you'll take longer but get out intact.

● *Special Ops looks the biz. War games as they should be. Loads of blood, death and explosions. Not just moving armies about.*

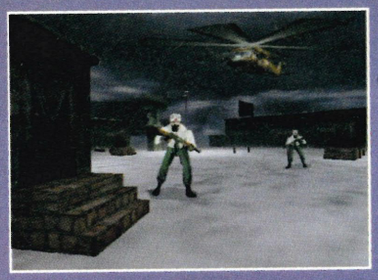
'War games as they should be... loads of blood, death and explosions.'



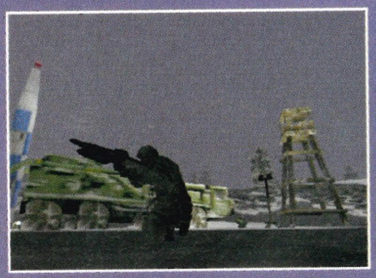
■ Bang! You're dead!



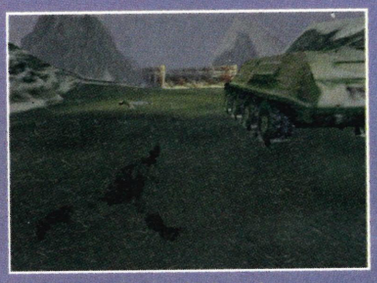
■ Missions start with a briefing intro



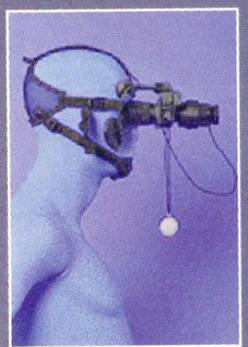
■ I think they've seen you...

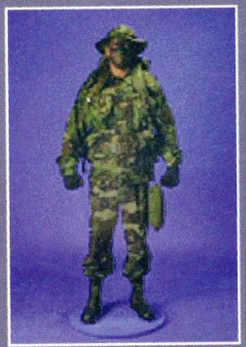


■ More fancy, between levels stuff



■ Sprinting for cover behind a tank.







■ The in-game kit has been based on genuine stuff used by the American forces.





1 You can opt to go in yelling and blasting away, or go in quietly and slit the pig-dogs throats one by one **2** Unfortunately, the 'Pissed Squaddie in Pub' level isn't in yet **3** Reduce enemy vehicles into tin cans with a grenade. The Army: it's a man's life


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■ **OUT** MARCH ■ **BY** KALISTO ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, MEM CARD

The Fifth Element

The film of the year in our book. Let's hope this game lives up to it.

The Fifth Element is the PlayStation's take on the weird sci-fi flick. Set in the future, Earth is under attack from yet another ultimate evil. It's your job to defeat it by controlling Korben Dallas or Leeloo, walking around and beating the brownstuff out of aliens.

Mila light

The game is basically a walk 'n' fight thing. You wander around cities, and are attacked by monsters. The aim is to find four stones, which will lead you to the Fifth Element...

Stage setting

There are 15 stages, each nicking the film's scenery ideas. As you wander about, fancy cameras spin around which looks the biz. There's loads of work still to do, but Kalisto reckon the game will be out in March.

● *Looks fine. Nothing new, but if it's got a few scraps in it, we'll give it a go.*



■ **Leeloo explores a corridor...**



■ **And another...**



■ **'Hello? Is anyone there? Look, this just isn't funny anymore. Guys? Guys...'**

■ **OUT** DECEMBER ■ **BY** DMA ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, MEM CARD

Grand Theft Auto

Ready for some hardcore criminal action? Smuggle, kidnap, steal, joyride and murder your way into the mob. Or the jails.

It's been a hard day on the mean streets: You capped some stupid punks gettin' in your way. The cops have been on your ass all day. The drugs run screwed up and rival gangs are out to do you in, permanently. Welcome to the violent world of Grand Theft Auto!

Screw your laws!

200 missions await you, ranging from simple theft to arson and cold-blooded murder. Or, are you too chicken shit to take the heat? Grand Theft Auto is, without a doubt, a real 'adult' game. And the PlayStation needs more of 'em! Pick one of four bad-ass lawbreakers, and cause some mayhem! Tear round three massive, fully populated cities on your crime spree. When the shit hits the fan, nick any car you damn well want to get away. Fast. Just run into the road, chuck out the driver and speed off. You can steal school buses, sports cars, bikes or, get this, a cop car! You can even listen to the car stereo!

City slicker

The cities don't just look cool. They can save your ass from the cops. Get to phone boxes to find out your jobs. Respray shops paint your car so the cops can't find you and the docks are great for secret murders! The driving is a real treat to play. Each car you 'borrow' handles differently, cops chase you through narrow alleys and you can make daring bridge jumps, like in Speed!

The game starts you off gently, like stealing a bike load of drugs, but soon enough you'll be taking down cops and wasting buildings with the best of 'em! Maybe you'll make it to mob boss?

'You can steal school buses, sports cars, bikes or, get this, a cop car!'

● *Absolute freedom to break any law you please. Just don't tell your oldies what it's about! Illegal acts were never so much fun.*



1 Need a car? Run to the roads... **2** And nick this van! When you get bored of it... **3** Help yourself to this coach. Then... **4** Blag this nice sporty number, better yet... **5** Nick a limo! Excellent!

■ With 200 missions, huge cities and loads of evil fun to be had, Grand Theft Auto could be a big hit...







1 Edward's relaxing park walk was ruined by a car-driving maniac mowing down the paramedic! 2 Think that crappy roadblock can stop me? Pah! I laugh at roadblocks 3 Roadkill! For a real sick laff, run away 4 C'mon, cop! I'll take you down with me

■ **OUT** DECEMBER ■ **BY** ELITE ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, MEM CARD

Hybrid

Take a shitload of guns, some aliens, and corridors. All-round violent fun!

Yeah, we know, another game where you run around corridors with guns. Another Doom-style game, in fact. And, apart from snazzier graphics, Hybrid is exactly that.

Four play

You choose between two well 'ard soldiers, a girl and a crap looking Alien. Each has different skills, but are pretty much alike when you play. Loads of interesting guns should liven up the shooting, and puzzles crop up to keep things going.

Dark 'n' dismal

The nine levels take place in dark dungeons, which should add a lot of atmosphere. What's more, a great deal of thought has been piled into the enemies you face.

They look so cool at times you really don't want to frag their ass! The game moves at a fair old pace and the levels are slightly different for each of the four soldiers.

● *Another guns in corridors game. Clever level design and nifty looking enemies may make this one to watch, though.*

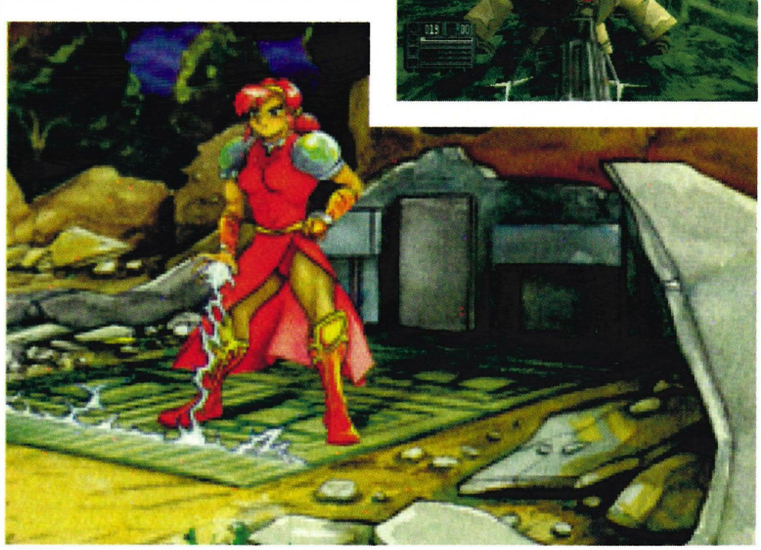








1 Do you play American football by any chance? 2 Nice place, there. Mind if I wreck it? 3 Common or garden enemy. Waste him 4 I don't know what the hell you are, but DIE!



■ **Look...it's Chun Li out of Street Fighter!**

PlayStation

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三國無双

KICK, PUNCH AND MAIM ...PROPERLY.






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8/10
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三國無双
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One what?

■**OUT** JANUARY ■**BY** ASC ■**PLAYERS** 1 ■**COMPATIBILITIES** JOYPAD, MEMORY CARD



One

You've got a huge gun on your arm. It would just be rude not to start blasting everything with it...

Forty years into the future, ordinary bloke John Cain wakes up to find himself in a strange world. Some bastard has chopped his arm off. Even worse, they've given him a hideous hair-gelled flat-top.

That's enough to make even an ordinary bloke angry. Thank God the swine who cut his arm off stuck an enormous blaster on there. And he's gonna use it on alien scum...

Rage Racer

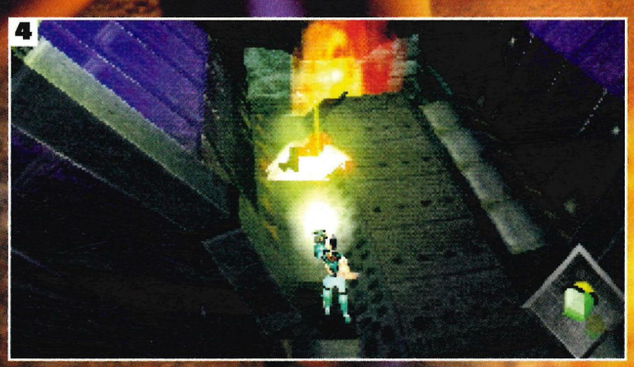
John Cain is pissed off. God he's angry. Anger's the main thrust of this all-action sci-fi blaster, as you've got to keep Cain simmering on the edge of totally mental by really punching the speed through the 3D levels.

By keeping the murder rate up and John Cain racing along, his 'rage meter' rockets, and you get more and more lethal weaponry. Full speed ahead it is, then.

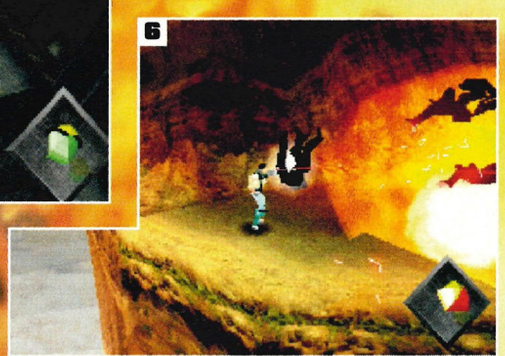
And a whisky chaser

One is spiced up with bits where you have to perform the classic combat manoeuvre known as 'running away', and trying to flee at high speed through the lushly drawn, deathtrap-riddled levels should get adrenalin levels soaring, and there should be plenty of territory to race through...

● *Varied sci-fi blaster that never drops more than two notches off Warp Speed.*







1 Ouch! Ouch! My feet! My poor feet! **2** The police fire an unnecessarily large bomb at John Cain **3** Like all good sci-fi villains, John Cain's enemies explode when they cop a load of bullets **4** Another bloke gets caned by John Cain **5** Oh my, what a big rocket you have. 'All the better to murder you with, my dear!' **6** Eat death, robotic scum (and other action film cliches) **7** I'm walking on air, sang John Cain merrily. Or perhaps not.

■ **OUT** DECEMBER ■ **BY** ACCLAIM ■ **PLAYERS** 1-2 ■ **COMPATIBILITIES** JOYPAD

X-Men: Children of the Atom

All right X-Men, what took you so long? Spill some toothpaste on your shirt? Bad traffic jam? Oh, development hell. Well come on in then



■ Heeeeeeheeeeeheeeeee, stop it! Heeeeeeeeheeeee! It tickles. Stop it! Please! I'll wet meself. Heeeeeeeheeeeee. And who said the X-Men were a bunch of hard bastards who don't know how to enjoy themselves?













1 If one of them pulls a steel claw, you pull a bleedin' great laser... 2 Wolverine uses his claws to slice up his opponent 3 Cyclops' projectile vomiting drew gasps from all who saw it in full flow 4 The characters are bloody massive, but still leap around the levels at great speed. Throws like these are cool, too 5 Get in there first, that's what yer Dad would always say 6 Ha! The old extending fist gag. Gets 'em every time...

X-Men has been on and off more times than a whore's drawers. But finally the Marvel beat 'em up is set for a March release. Hurrah!

Hoorah for the heroes

Five Marvel heroes are pitted against five bad guys in a fight to the death. The basic aim is to pick a character and whittle away your opponent's energy bar with loads of punches and kicks.

The game also nicks loads of ideas from the cartoons, with each character using fancy attacking moves. These are pulled off by pressing combinations of buttons and joypad movements, and not only inflict loads of damage but look cool, too.

Setting the scene

X-Men is slick-looking and the backdrops, are really cool. Each character fights on home turf, and these are all based on scenes from past cartoons. This may not sound original, but one of the rooms is a hologram chamber, and the backdrops change and dangerous weapons appear out of nowhere. Who'd be a bleedin' super hero...

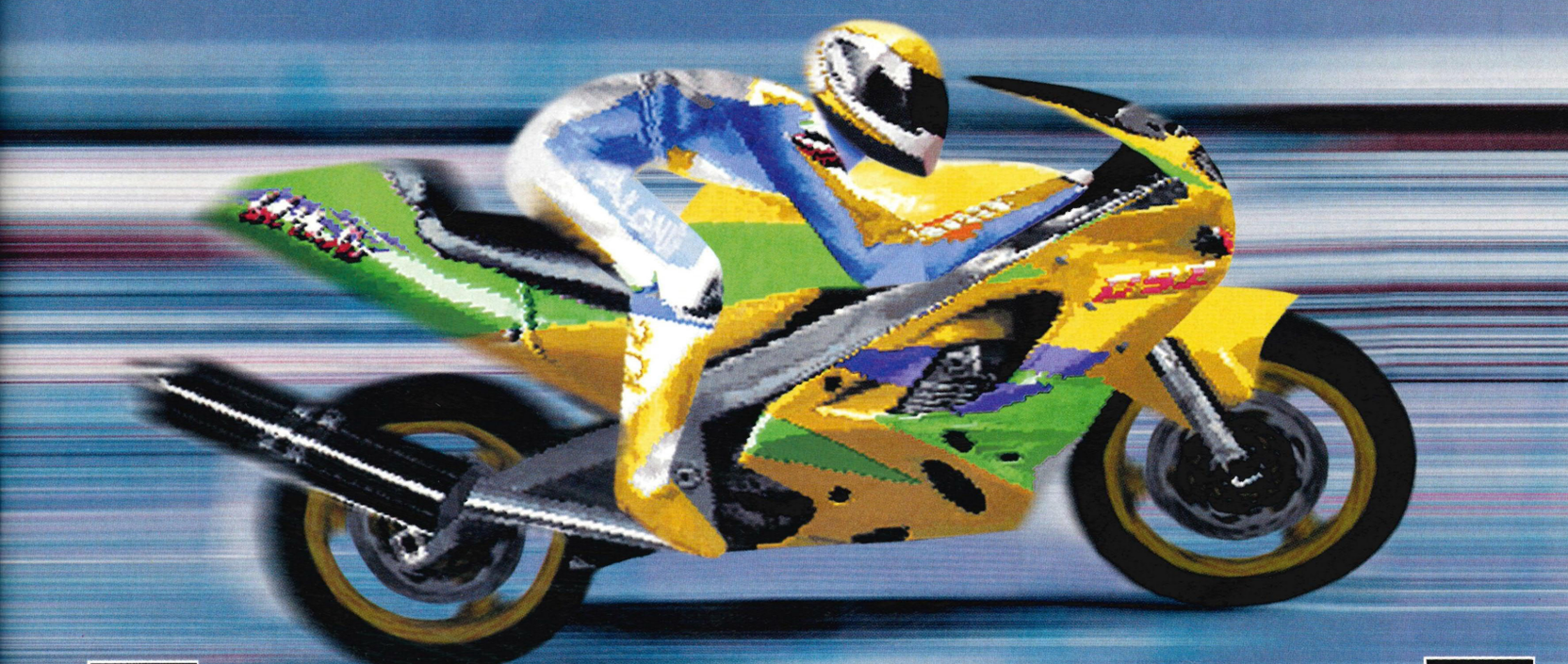
● *The X-Men is cool, but There ain't a lot new in it. Too little, too late, perhaps?*

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2 Player split screen racing • New tracks • Bikes as seen in the game.

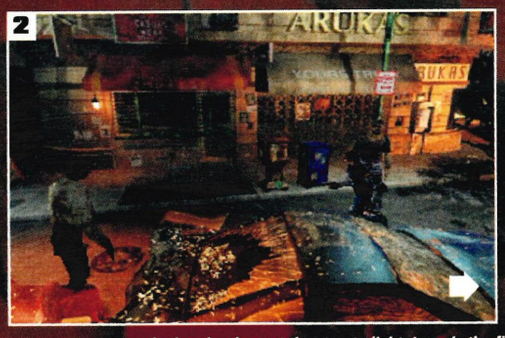
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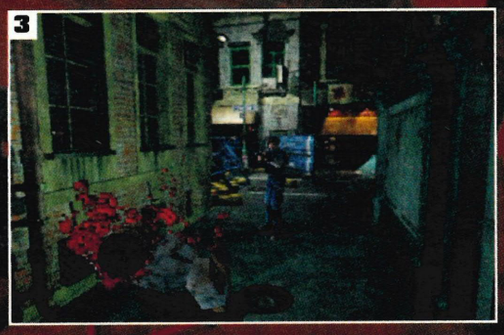
■**OUT** MARCH ■**BY** VIRGIN ■**PLAYERS** 1-4 ■**COMPATIBILITIES** JOYPAD, MEMORY CARD

Resident Evil 2

Make no bones about it. This is the game everyone wants a piece of...







1 It starts as it means to go on. A crashed tanker has set the street alight. Leon is the first on the scene. He's also first on the menu, as half a dozen burning zombies wander out of the wreckage **2** The entire street is crawling with zombies, but with only 15 bullets in his clip, Leon legs it past the maggoty meat-eaters **3** Turning into an alleyway, though, he comes face to face with a dead cop. There isn't enough room to squeeze by, but five or six shots puts it down

This is gonna be massive. Resident Evil 2 is a balls-out epic, with two young rookie cops, Leon Walker and Claire Redfield, blowing the shite out of hordes of undead zombies. Set in Raccoon City, the undead are rising and biting chunks out of the community. The poor bitten sods are then keeling over, only to get up with the same idea.

Bloody amazing

The first Resident Evil is one of the best PlayStation games around. The follow-up is looking ten times better. The graphics are nothing short of stunning, with half-eaten corpses shambling about like closing time at your local. There are more of 'em, too, with the one or two undead of the first game giving way to gangs of the basts.

Chunk-blowing

There's no doubting Resident Evil 2 is going to be the highlight of next year. Even at this early stage, it bites chunks out of anything else we've seen. Even more impressive is that we've only seen a small section of the game. Virgin have released a twenty-minute demo of the first few stages, which we proudly present. We'd get some spare trollies out in case of accidents...

● *Guaranteed to top the PlayStation charts? An undead cert...*



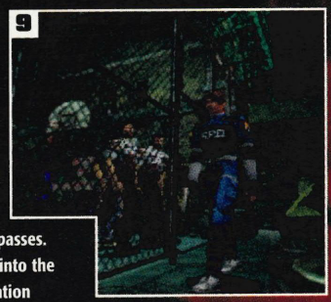




4+5 It's a dead end! There's a gun shop to the right, but don't expect a warm welcome. The shop keeper shows Leon the business end of one of his shotguns **6,7+8** When he's convinced you're not going to give him the ultimate hickey, he relaxes. The gun shop has loads of ammo to pick up. You're gonna need it. Just as things seem to be calming down, though, the window is smashed by a gang of zombies. Stuff the guns, they're after meals on heels. Leon legs it out the back while they tuck in



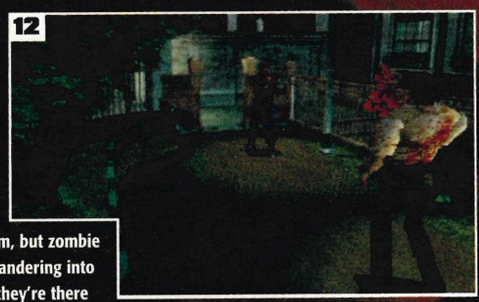




9+10 Nipping off down a back alley, a chain fence is between Leon and zombies. They shake the fence as he passes. The zombies have different attacks, and as Leon passes a crashed bus, one dives at his leg! **11,12+13** Passing into the park, Leon has a choice of routes: Nip through the park, or use the underpass. Both routes lead to the police station







14+15 The police station is as quiet as a grave. Funny that. Leon nips into the locker room, but zombie cops are on the eat beat. A quick look in one of the lockers reveals a useful shotgun **16** Wandering into one of the offices, Leon finds a key on the desk. Useful objects flash once to let you know they're there

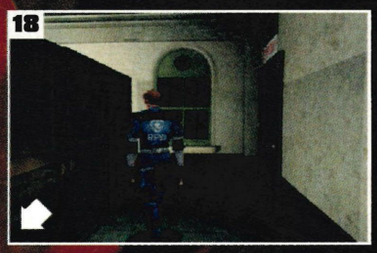






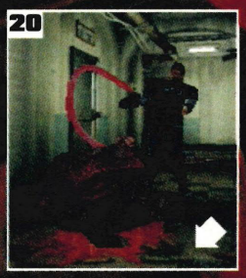






17+18 The key opens a pair of doors in the lobby. As you move down towards another door, though, something big and pink (steady!) passes by the window. Hmmm, perhaps there should have been a spare pair of keks in that locker...





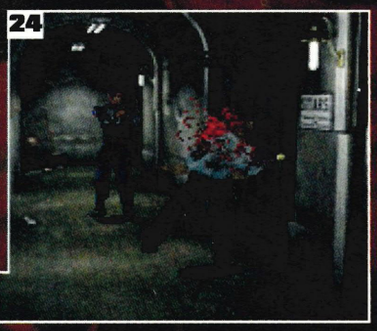
19+20 The thing about Res 2 is that all goes quiet, then it scares the pants off yer. Leon wanders down a quiet corridor, and spots blood dripping from above. All of sudden this pink mutant (yep, the thing that went past the window), drops from the ceiling. And it's a bastard to kill





21+22 Having looked in the academy rooms (school was out. They were empty). He's at the front desk. The usual prossies are looking worse than usual. You wouldn't want one of these going down...

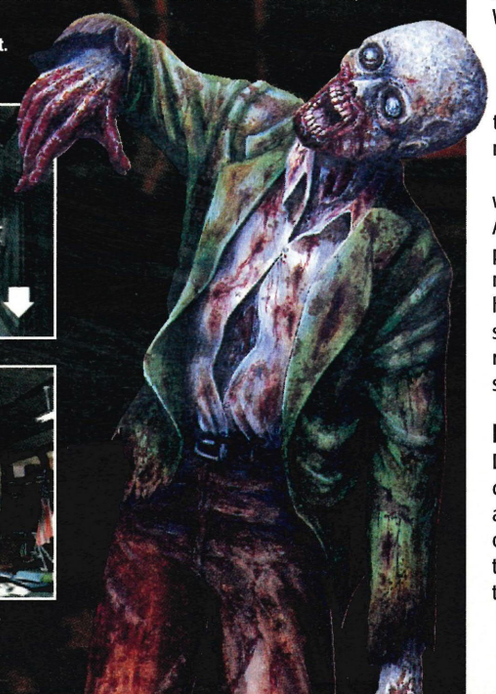




23 Nipping upstairs, Leon finds the demo's first real puzzle. There's a useful object flashing on the statue. But how's he gonna get it? Simple, just swap those the grey and brown statues around. The first of many nasty puzzles **24,25+26** Another corridor. Another zombie. Leon enters an office, and sees something glinting.. As he goes to get it, a bullet whistles past his ear. A warning shot. Hello! It's Claire. Here endeth the demo...



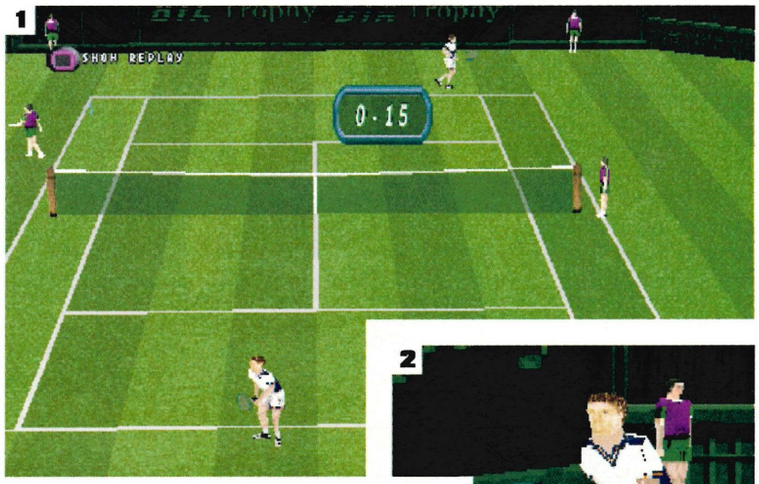




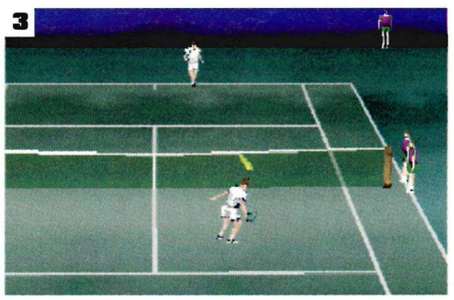
■**OUT** DECEMBER ■**BY** GREMLIN ■**PLAYERS** 1-4
■**COMPATIBILITIES** JOYPAD, MULTITAP

Actua Tennis

New balls, please! It's time to make a racquet again. Racket? Geddit? Never mind...









Gremlin's Actua series continues with a few sets of tennis. Actua Tennis features all the smashes, backhands and slices of the real thing, with action played out on a number of different courts. Like past Actua games, Tennis is in 3D, with more camera views than the BBC at Wimbledon.

Lovely mover

In keeping with the realistic presentation, the players go through the motions using moves copied from real tennis pros.

The real blokes were made to wear suits with reflective ping-pong balls stuck on them. As they played the movement of the ping-pong balls were used to build up a 3D model. So you get a realistic-looking player hitting the ball. Or throwing a wobbly and storming off court. The end result is that, by rights, any moves you see in real tennis should be in Gremlin's game.

Move over Henman

Doubles, tournaments and friendlies against dozens of computer-controlled opponents are all on offer. You are also given the choice of a number of unseeded wannabes to guide to glory. The players on offer are ranked in terms of speed, agility and accuracy, and these all come into play in the match. Opponents are also marked in the same way, so you can learn and exploit their weaknesses.

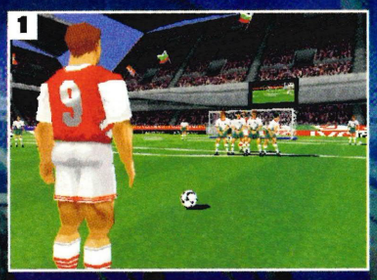
1 It helps your game if you face towards your opponent **2** You wanna get that neck seen to, mate **3** Different court surfaces affect the ball's bounce **4** Mmmmm. Actua Barley Water...

New balls please

Tennis games always seem to get a bit boring after a few sets. Actua certainly looks more realistic than the others on offer, and the animation does benefit from the work that has gone into it. Tennis fans will certainly love the detail and shot styles, as is it easily the most complete tennis game on the cards.

● *Could be the PlayStation equivalent to Tim Henman. Not bad at all.*

■**OUT** MARCH ■**BY** OCEAN ■**PLAYERS** 1-2 ■**COMPATIBILITIES** JOYPAD, MEMORY CARD









1 Lining up for a free kick the camera switches to behind the midfielder 2 Giving chase for a loose ball 3 Is it us, or is that bloke in blue wearing specs? 4 Since when have Argentina worn red socks?

UEFA Soccer

15 million. Shearer's price tag, or the number of PlayStation footie games coming out? Will UEFA Soccer make the grade?



There seems to be more PlayStation footie games out than Andy Cole's missed goals. That's a lot. The latest to do up its boots is UEFA Soccer. And if ISS Pro is the Shearer of football games (ie. fairly solid and worth sticking with), UEFA is Gazza. It's there to be enjoyed and has moments of genuine skill to show off.

Tired legs

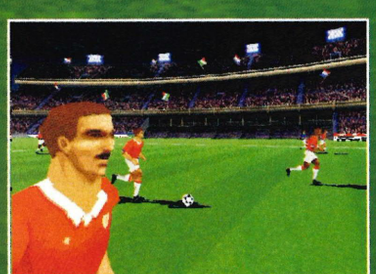
Rather than go for a realistic approach, Ocean has taken a look at what makes arcade football games so popular. They realised it was the speed of play and the ease great bicycle kicks or thirty-yarders can be pulled off. So that's what they put in UEFA Soccer. Simple.

The result is a game which does have most of the stuff we've come to expect, but you won't need a degree in button pressing to pull them off.

Mmmbop

The action is viewed from above and around the pitch. The game camera closes in to offer the best TV-style views, and on hand with words of wisdom are the two Alans: Green and Hansen. Alan Green provides most of the commentary as he does on Radio 5 Live, and no doubt Hansen will be on hand with a few 'disgracefuls' and 'where were the defence?' as the goals start stacking up.

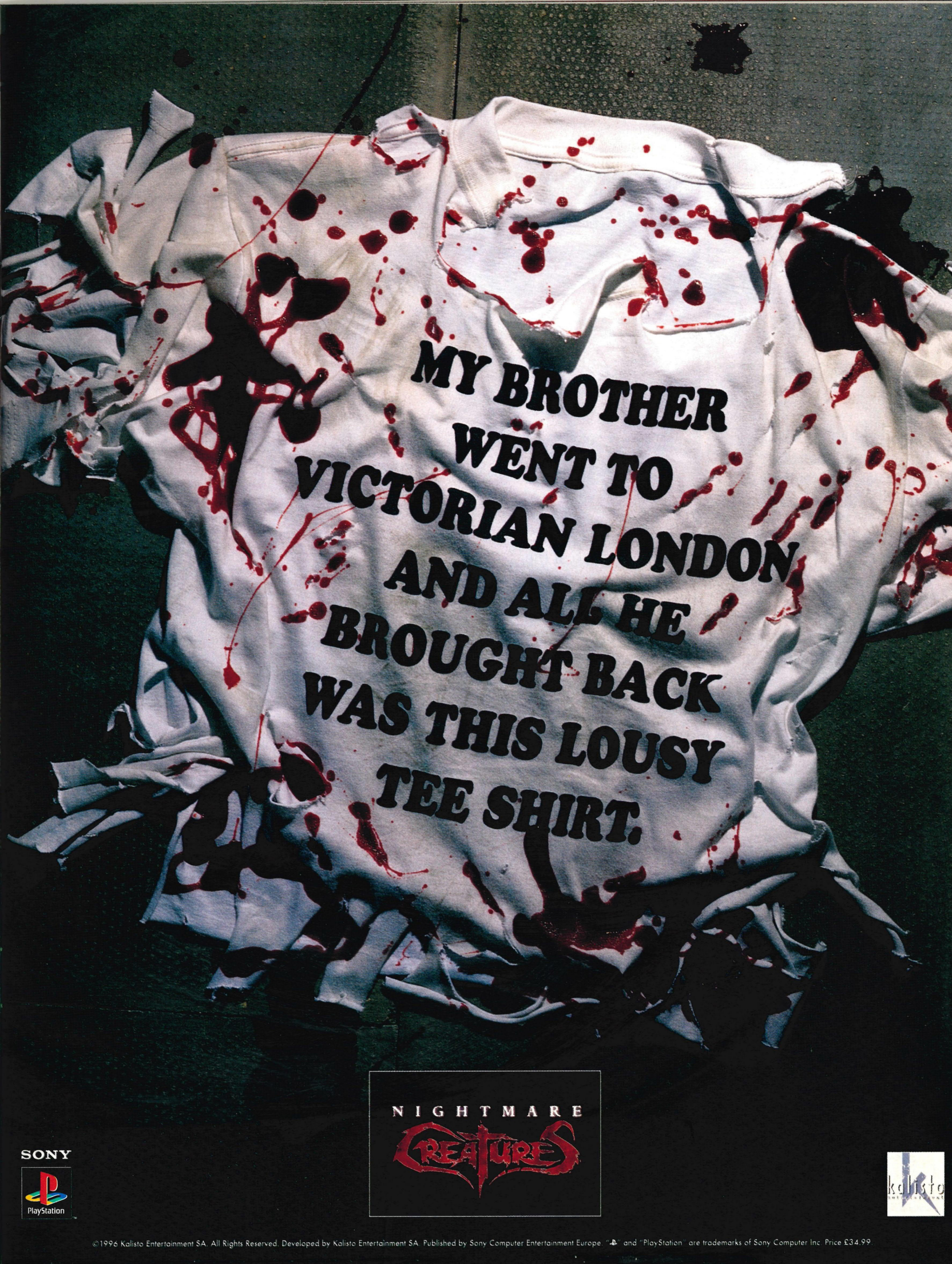
● *We're not exactly short of footie games, but if Ocean honours it promise of keeping UEFA simple and fast-moving, it could be on to a winner...*



■ Like Ian Rush UEFA Soccer is simple, quick and high-scoring. But it doesn't have the 'tache



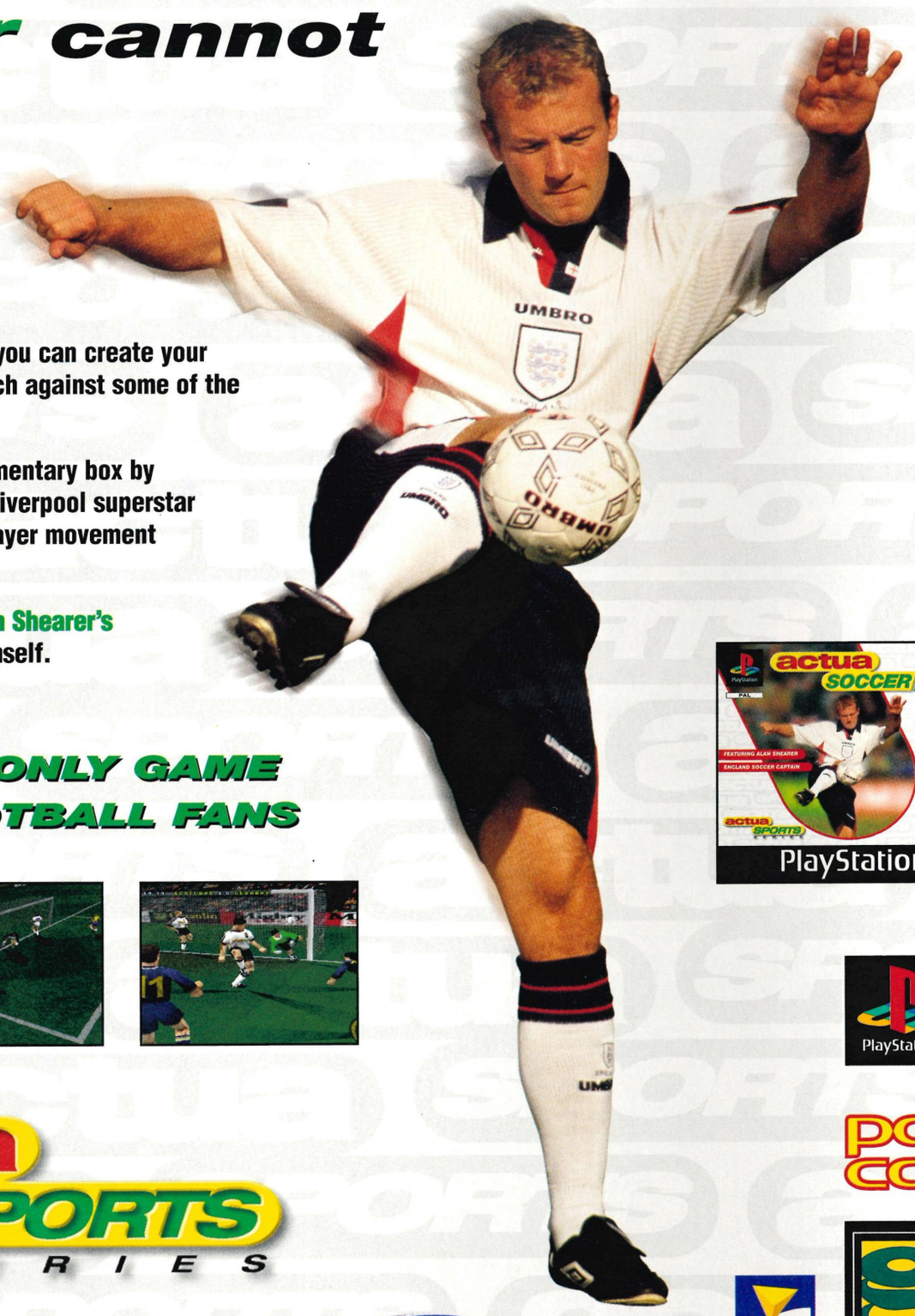
1 The training park where you can hone your skills. Or just poke the ball around 2 Don't get excited it's from the intro bit 3 Oi mate, can we have our ball back, please?



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actua SOCCER 2

One game even Shearer cannot miss...



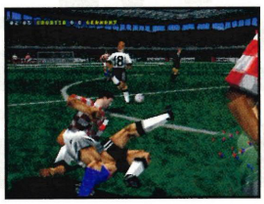
Forget everything else this season. Actua Soccer 2 brings you true football on Sony PlayStation and PC CD-ROM.

Using the superb editing facility, you can create your own side, players and kits to match against some of the world's best teams.

Barry Davies is joined in the commentary box by Trevor Brooking while the young Liverpool superstar Michael Owen provides superb player movement and action.

For the ultimate test, take on Alan Shearer's All Star XI, chosen by the man himself.

THE ONE AND ONLY GAME FOR TRUE FOOTBALL FANS





In-Game shots taken from the PlayStation version

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■ **OUT** NOVEMBER ■ **BY** OCEAN ■ **PLAYERS** 1-2 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD

Snow Racer

Just as the weather's getting parky, Snow Racer takes the piste.

Forget fruit machines, no pub is complete without a bloody great skiing arcade game in the corner. You can't miss these bastards. They're surrounded by loads of blokes veering from side to side. Not because of the lager, but because the machines use real skis or boards to control the action.

Ski Sunday

Snow Racer may not come with a set of plug-in skis, but it does deliver the speed and action of the real thing.

Nine countries are on the piste, with two main game styles on offer. Wimps can opt for the gentle delights of the slalom skiing event, while speed freaks will prefer the rough and tumble of boarding or the arse-clenching heights of the ski jumping!

Speed kills

Ocean has gone all-out to make Snow Racer as fast as possible. The skiers and boarders pelt along the slopes, and to emphasise the speed the cameras tilt and rock to keep up with the break-neck pace.

Then there's the crashes. Even the best skiers come a cropper every now and then, and as the skiers and boarders go arse over tit it's hard not to wince as they slam into the rocky walls.



■ Who needs a pub machine, when the PlayStation can do this?

Sloping off

SCEE's Cool Boarders is the PlayStation's only alternative to Snow Racer's downhill action. Already though, Snow Racer makes Boarders look like a nursery slope. The courses are mental and the speed is incredible. Racers top 250kph, and the winding courses and jumps are enough to test any would-be Olympic entrant.

● *This looks incredible. If the speed stays like it is, there'll be no need to cram quids into those pub machines any more. Roll on the first Ski plug-ins for the PlayStation!*



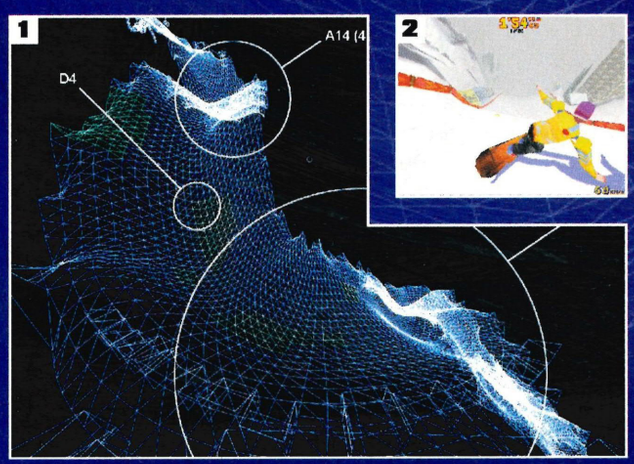
■ The blue hoops show the flag positions



■ So do the yellow ones..



■ He's gonna fall over. Any. Second. Now









1 A model of one of the slopes you'll be tearing down 2 The boarding section is cool for mixing fancy stunts with tight cornering 3 Slalom is for beginners, but essential for mastering the controls 4 The crashes are well impressive. Especially if you hit a rock wall! 5 And you can watch the best bits again on a replay system

West

obligatory American column



Violence seems to be high on American Chrimbo lists this year.

Duke Nukem, Mortal Kombat Mythologies and Marvel Super Heroes are all set to fly off the shelves, and Crash Bandicoot's second outing is set to be wedged alongside Twinkies in a few stockings, too.

As far as new stuff goes, it's all a bit quiet. Tekken 3 is the one game everyone's waiting for, and Pandemonium 2 and Gex 3D are also raising a few eyebrows. Keeping up with the violence angle, one particular game getting people excited is the latest Mortal Kombat episode from Midway. Mortal Kombat 4, is the first in the series to have a crack at 3D fighting as seen in Tekken. Most of the old Mortal Kombat crowd are making the trip into 3D, with Sub-Zero, Scorpion, and Raiden looking much better for their new lick of paint.

All the blood and spine-ripping which made the Mortal Kombats so popular is still there, but the game looks much more detailed than ever before. As the characters punch each other's lights out, the action zooms in for a better look at the blood and pain. Cool.

GT are ready to release Mortal Kombat 4 over here, but it won't be until an arcade version has been finished.



■ Duke Nukem 3D: Gee those Americans just love their violence



■ Mortal Kombat 4: Set to clean up whenever it is released



■ And even old Final Fantasy VII is proving the Americans have good taste

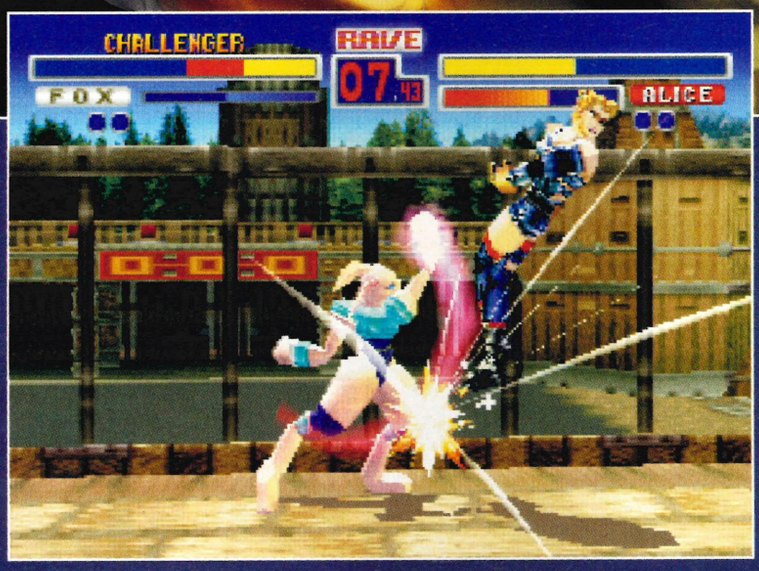
■ **OUT** NOVEMBER ■ **BY** HUDSONSOFT ■ **PLAYERS** 1-2 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

Beast





"Batter, claw and bite the shit out of each other"



■ Punch! Twat! Beat! Bash! It's getting close to the beasting hour... Stand well back

The government's no fun. We don't get to go badger-baiting. We don't get to go to dog fights. Never mind. We can still play Beast.

Ever wondered what happens when you put a tiger in a ring with an enormous pig? Now's your chance to find out. Beast is a beat 'em up where fighters transform into animals then batter, claw and bite the shit out of each other.

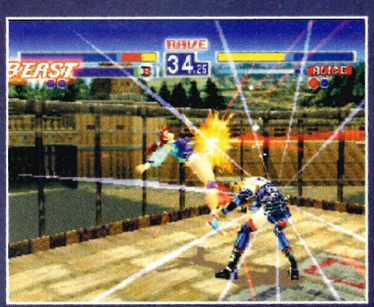
The number of the beast

To begin with, fighters in Beast are just boring old people. Once they've done enough hurting each other, they get a power bar which flashes up the magic word 'Beast!' Showtime! Once you're beastified, you get loads of new moves. Why beat 'em up, when you can bite, claw and ravage 'em up?

The Beast must die

As well as vicious wildlife, Beast should also be a top fighting game. All your basic ways to batter people are there, plus you can whack blokes/beasts into right through walls. Cool.

● *The world's first beast 'em up could be a real scorcher.*



■ This spikey effort causes a great deal of pain



■ Little girl in hotpants versus an enormous wolf



■ What's the time Mr Wolf? Errm, Dinnertime?



■ Big Daddy-style bellyflop. Ouch

■**OUT** NOVEMBER ■**BY** OCEAN ■**PLAYERS** 1 ■**COMPATIBILITIES** JOYPAD, MEMORY CARD

Lucky Luke

A French cartoon character you say? And the game's a combination of arcade and adventure? Curiouser and curiouser...



■ **The game features sensitive portrayals of Native American culture. Nice mask.**

In yer average French supermarket, you'll see that they've got these huge shelves filled with comics. One of them, this cowboy geezer, Lucky Luke, is about to hit PlayStations this side of the water. And don't worry. It isn't in French.

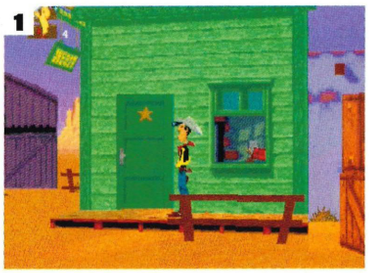
Howdy, pardner

Our cowboy hero's going to be pointing and clicking his way round a variety of graphically stunning Wild Western locations. But this isn't a Clint movie: Lucky has to pick up objects and speak to cartoony Wild Westerners to achieve his goal, rather than going in with only his Colt 45 to speak for him.

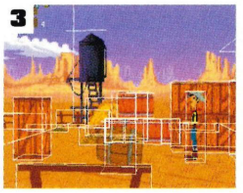
I am your father, Lucky Luke...

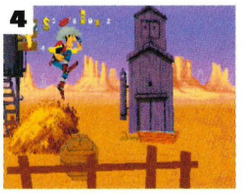
In between collecting bits and bobs, Luke's going to be arcading it up, with all-action bits popping up in between exploring and talking to people. It looks like it could be time to give it some Wild West action.

● *Wild West like never before...*









1 Lucky Luke outside a greenhouse. Sorry. A green house 2 Luke meets a fat man with a diabolical red jumper on 3 Everything goes all a bit arcadey. Stop thinking. Start shooting 4 When I say jump, Luke says 'How high?'

■**OUT** FEBRUARY ■**BY** INTERPLAY ■**PLAYERS** 1-2 ■**COMPATIBILITIES** JOYPAD, ,MEMORY CARD

Power Boat

Get in yer boat and take to the water for some high-octane speedboat action. Formula One eat your heart out!

Speedboats. They're dead noisy, highly dangerous and extremely harmful to the environment. Ideal material for a racing game, then.

Power Boat is just that racing game, and it looks like swapping racing cars and tarmac for a bit of fast-flowing water could well be a good idea.

Jump 'n' grind

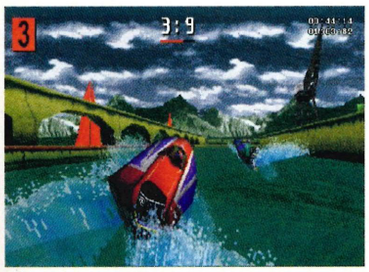
Jumps and obstacles will be everywhere, and sassy racers'll be able to nip down little shortcuts to annoy their mates. There's a neat-looking two-player mode, and races can be either arcade, championship or slalom.

In slalom, the players'll try and skid (erm, can you skid in a boat?) round a... well, a slalom course. Except with water instead of snow. And no mountains.

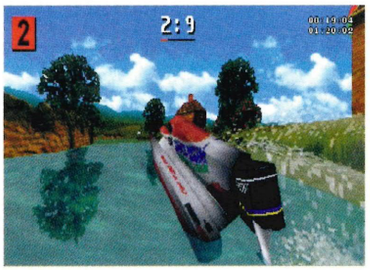
● *This high speed boatathon could make tarmac look like the ponce's option.*



■ **A boat just about to take a trip to the bank**



■ **Remember - kill a child, not your speed**



■ **A tranquil stream. Extreme noise, anyone?**



■ **Why haven't you got a proper ship's wheel?**

East:

Obligatory Japanese column

Games giant Namco is using the Tokyo Motor Show to unveil a special version of Rage Racer. The Nissan Motor Company booth will be showing Rage Racer R390GT1 Special, which features Nissan's new motor of the same name. People visiting can have a crack at a one-lap time trial mode.

The demo is a one-off for Nissan, with no plans to release it. It was requested specifically by Nissan to publicise the new car. As well as the car, all the advertising boards in the game have been changed to feature Nissan cars.

Namco has said it's happy to do more special versions even if they aren't for release if anyone asks them to do so. Keep an eagle eye out for Tekken 3: PlayStation Plus Pub Fighter in the next few weeks…

● Japan played host to the biggest arcade show in the world, the JAMMA Show. One of the most popular games at the show was an all new tag-style fighting game from Capcom. Calle, weirdly, Rival Schools, it looks the bloody business.

Its a 3D fighter with cameras working to offer the best views of every kick and punch, but it looks more detailed than any other of its kind. It's also fast, faster than virtually every PlayStation fighter you can think of.

Players choose two high school students and fight against other schools. It's a bit like most peoples' school days.

As it's a tag game there are special commands to swap characters and combine their attacks.

There are up to eight stages in the game and the game has multiple stories and multiple endings depending on the characters chosen.

Capcom plan to have the game ready for a release early next year.

● Konami's Twin Bee series has bee around as long as the company. Pop and Twin Bee have been stars of dozens of cartoony blasters, but they are now being turned into a role-playing game.

Employing most of the series' original characters you explore their home world of Acorn Island, battling enemies and solving mysteries in search of adventure.

The game has loads of little mini games thrown into the basic action, including a shooting game where defeating enemies makes fruit appear.

This can then be used to enhance your capabilities for later use. Using a full 360 degree field of view with full freedom of movement the game uses texture mapped 3D polygons to create a smoothly animated adventure world for you to explore.

● On November 20th, Sony Japan will launch Dual Shock, an all new analogue controller for 3,300 yen.

Compared to the first analogue controller the hand grips have been made smaller and the analogue stick and the Left and right buttons have been rounded off to make the controller more comfortable and easy to use.

The shake feature has been upgraded to incorporate two types of vibration: a low frequency shake and a high frequency shake. These can be used both separately and together to represent different effects.

As of yet, there's no news if SCEE will be releasing the pad in Blighty.

■ **OUT** JANUARY ■ **BY** PSYGNOSIS ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

Rascal

Come on, own up. When was the last time you heard a mouthy kid called a rascal?



■ Fire-breathing dragons ain't scary if they've got big doe eyes. This green-skinned bast looks like his gonna kiss ya, not bite off your bonce and spit down yer neck



■ Rascal stumbles over a Village People convention. Camp copper not pictured



■ After a knight of heavy clubbing, Rascal passes out in a pool of his own sick. Tsk, those young 'uns, just can't handle their drink



■ Rascal himself was designed by the Jim Henson Creature workshop. That's why he looks a bit like Kermit from behind, then

Rascal is the latest cuter-than-buttons hero to grace the PlayStation. The cap-wearing cutey lives in a big world where anywhere is game for exploration, and where everything is presented in luvverly 3D-O-Vision. Unlike most platform games for the PlayStation, though, Rascal lets the little beggar go anywhere he likes rather than following a set path (Crash Bandicoot take note).

Time travelling

The reason Rascal is legging it around is due to a hole in time. Having stumbled into a time experiment, Rascal finds himself stuck in the wild west, a mediaeval castle, on a pirate ship and in Atlantis. The only way to get back home is solve whatever puzzles are around, while also keeping out of the way of the bad guys who don't loike strangers round 'ere. In keeping with the level designs, Rascal's plans to get home are shagged up by cowboys and injuns, pirates and chubby swordsmen. And all are armed to the teeth.

Watta muppet

Rascal scurries across the game with the game camera following his every move. The little so-and-so has been designed by Jim Henson's Creature Shop (the Muppet geezers). That means cute moves, deadly but simple attacks, and weepy death sequences are the order of the day. Rascal doesn't have a monopoly on cute, though, and the game's baddies also look as if they've been nicked from Kermit's cuddly storeroom.

● *Looks pretty smart. The graphics are looking a cut above, and the levels are bleedin' huge…*



■ This game is too cute. The enemies are sickly sweet, Rascal fires bubbles instead of lead, and even the haunted castle looks 'nice'

plus Fantasy League

Today, in a Jimmy Saville Stylee!

What we have done is to take the average scores, jangle, of all the games from that company,and make a table out of them, and very nice it is, now then. Any score of over 77%, cigar, cigar, gets into the Premier League, Ladies and Gents.

1



■ TOCA Touring Car: Helping Codemasters reach the top

2



■ Tomb Raider 2: Oh yes

3



■ Croc sees Fox in third

PREMIER LEAGUE

N°	Software House	N° of Games	Score %
1	Codemasters	3	89%
2	Core	6	81%
3	Fox	3	81%
4	Psygnosis	22	81%
5	Virgin	21	80%
6	Namco	18	79%
7	BMG	9	79%
8	Ocean	15	79%
9	Activision	3	77%
10	GT	13	77%

11



■ Re-Loaded: currently top of division one Gremlin

DIVISION ONE

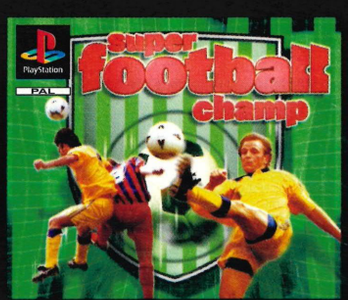
N°	Software House	N° of Games	Score %
11	Gremlin	7	76%
12	EA	16	76%
13	Interplay	8	75%
14	Konami	15	75%
15	SCEE	42	74%
16	Mindscape	6	74%
17	THQ	7	73%
18	Telstar	5	70%
19	Eidos	7	67%
20	Acclaim	22	66%

For once, men will be interested in four play

PlayStation



super football champ™









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The football game all arcade fans have been waiting for!

- Up to four players can compete at once!
- Unique arcade look and feel, direct conversion of the successful coin-op
- Easy to pick up - impossible to put down
- Re-create your own personal world cup with 30 international teams
- Perform miracles in the box with the user selectable ACE player
- Friendly, tournament or league play
- Over the top celebrations, wild fouls and big match atmosphere thanks to in game commentary by Jonathan Pearce

■**OUT** FEBRUARY ■**BY** GREMLN ■**PLAYERS** 1-2
■**COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD, NEGCON, MOST WHEELS

Buggy

Bored of racing games? Maybe it's time to downsize that motor.

It's always the rich kids who own remote control cars. But now we can say bollocks to the toffs, 'cos Buggy's coming.

The surreal thing

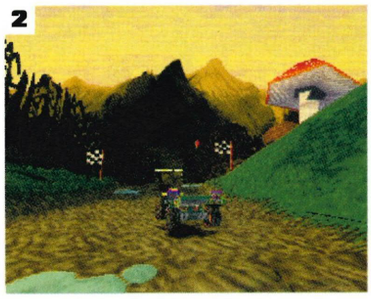
Walls and backgrounds in Buggy are going to psychedelic and tracks will be tasty to look at too, although skids and jumps in the path of your motor should ensure you're not looking round at the scenery too much of the time.

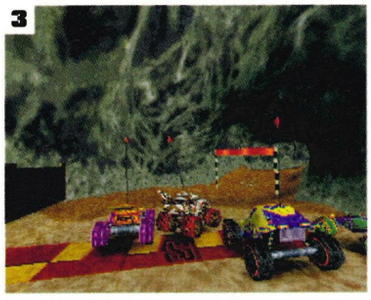
Two much

Two players'll be able to rip it up round the twists and turns in a split screen mode, and it looks like a glorious feast of mini-racing.

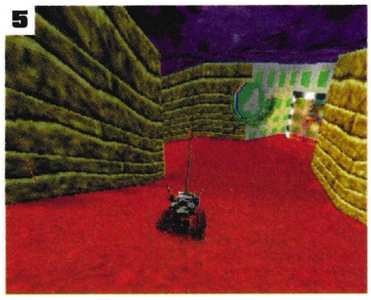
● *It looks like buggies could give proper sized racers a run for their money. Maybe small is beautiful after all...*











1 Hmmm. Nice big blue sci-fi city. But what's it got to do with my remote control car? **2** Giant mushrooms. But of course **3** Mind that bend! **4** What on earth is that? **5** Mmmm. Nice carpet...

■**OUT** FEBRUARY ■**BY** ACTIVISION ■**PLAYERS** 1
■**COMPATIBILITIES** JOYPAD, MEMORY CARD

Pitfall 3D

An Indiana Jones style platformer comes swinging onto the PlayStation.

Swing on vines, jump between precarious ledges, swim through croc infested waters. It's all in a day's adventuring for Pitfall Harry. Wonder what he does with his spare time. Knitting probably.

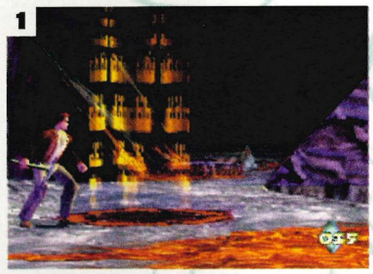
From the top

Pitfall was a game made around the dawn of time. It was a simple jungle romp that basically involved swinging about and avoid scorpions. Now this crusty ol' bit of history is being revamped. You play Harry, who must save a bird called Mira. Simple eh?

Settings

Unfortunately there's a long way to travel to find Mira. Pitfall 3D boasts 21 challenging levels, set across four worlds. Investigate ruins, escape from a prison colony and battle through a war to reach an enemy fortress. Snake Warriors, morphing earth soldiers and loads of other enemies wanna' stop you. There's also a bunch of bosses which are the biggest you're likely to come across.

● *The results could be impressive. Definitely one to watch.*









NEWS SHORTS

We tell you what we know

We don't mess about here. When we know something the first thing we do is tell you. And here's a few tasters of stuff you'll be playing soon

All the games, all the news. The gang's all here. It may be a while before anyone gets their hands on this stuff, but we'll tell you how things are shaping up so you'll know what to expect before our reviewers get to work on it.

Sentinel Returns

■ Psygnosis

Here's a weird 'un for you. Sentinel Returns is a sequel to an ancient Commodore 64 game from over 12 years ago. The game involved absorbing items on a landscape in order to get enough to take over the Sentinel which looked over each stage. Sentinel Returns is more of the same, but with the sparse landscapes of the old game replaced by fiery domains, water landscapes, and a generally snazzier appearance. There are 650 Sentinels to beat, and a link-mode for that essential two-player absorbing.



■ Sentinent Returns: Absorbing. Apparently

■ Breath of Fire III

Ocean

Breath of Fire III is the latest in a long line of BoF role-playing games which are massive in Japan. The third game in the series is the biggest and the best, with the player guiding a party of adventurers into battle against all the Dungeons'n'Dragons foes you'd expect.

The action is split between puzzle solving, talking to frightened locals and fighting. An ordinary day for most role-players. Ocean is talking about a February release, and we'll keep you posted.

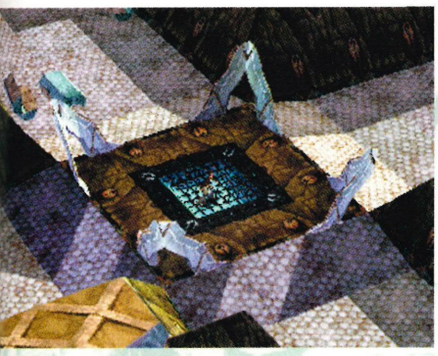
■ Spawn

SCEE

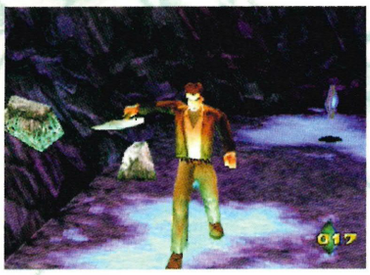
The film wasn't up to much, but Spawn: The Game is looking pretty cool so far.

Spawn was once Al Simmons, an army covert expert. He was double-crossed and killed, only to be resurrected as a leader of Hells' Army. The game and the film both follow Spawn's adventures as he tries to avenge his death, while also battling the Devil to avoid leading an army of demons to Earth. Basically, this means the game is full of one-on-one fights, as the player guides Spawn through loads of corridors and hellish locations.

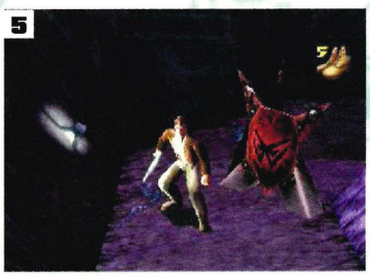
Apparently, SCEE is planning a rental-



■ An overview of the city level

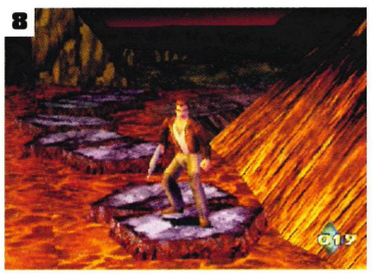


■ Harry wanders into danger. Again









1 Harry's adventuring brings him into a lava-filled cavern 2 Strange constructions can be found in even the darkest locations 3 But Harry is still king of the swingers 4 The baddies he encounters range from huge reptile, to loads of zombies out to snack on him 5 'Who put that ice there? I could have broken my bloody neck...' 6 Easy jumps for Harry 7 Another temple awaits 8 'I'm bleedin' knackered, me'

■ A sketched monster. Yesterday

■ **OUT** DECEMBER ■ **BY** ICE ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

Ark of Time

Save a missing prof, visit mystical places and solve bitchin' puzzles. Easy!

Ark of Time sees you as private-eye journalist type Richard Kendall. Your Boffin buddy has gone missing, and you gotta find him. Old Richie finds himself drawn into a weird old adventure in all sorts of eerie and historic places. Help him out

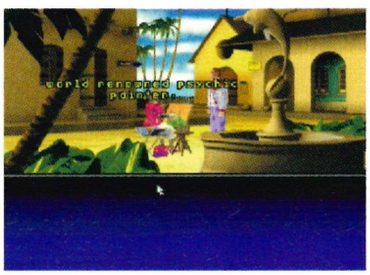
Wish you were here

Ark of Time takes you to strange places over the globe. Solve brain busting puzzles at Stonehenge, Easter Island and Ahaggar (where?) All over sixty odd screens of nasty little puzzles. The game promises to give tougher puzzles the further you get, so it should last a fair while. Late nights ahoy!

Lookin' good

The game looks cool, with super-smooth graphics and atmospheric soundtrack. There are loadsa characters to meet on your travels, including a weirdo psychic painter, a whacked-out wizard and funny tribal people. The puzzles seem well put together, but can the PlayStation take another adventure game? We'll see...

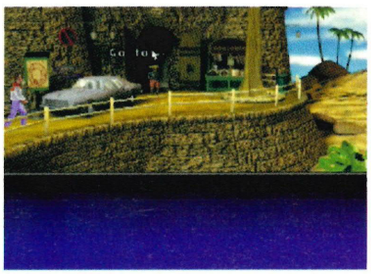
● *Looks set to be a fair old crack at an adventure game. One for all the brainboxes out there.*



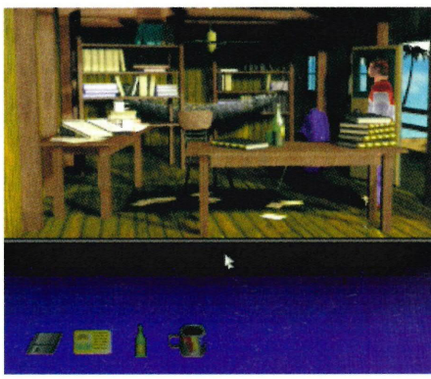
■ Psychic healer? My arse! Batty old witch, more like! Badly-dressed witch at that



■ This is your boss. He's a bloody miserable sod. Not like our boss who laughs and jokes all day



■ Go to the museum, get some culture. there's more to life than Big Macs and lager y'know



■ The bottom bit of the screen is your inventory. Looks like you've got a lot in there already

only release for Spawn, but this has yet to be fully confirmed.

■ Clay Fighter Extreme
Interplay

Clay Fighter Extreme dumps a dozen oddball fighters into a fight to the death. Each fighter



■ Clay Fighter Extreme: Clay characters scrapping

is made up of clay (like Morph), and use this to their advantage. The characters can change their bodies into a number of shapes, or throw bits at their opponent. All these moves are pulled off using combinations of pad moves and button presses, and each character has got six or seven fancy tricks up their putty sleeves. As usual, last man standing wins.

■ Pacman Ghost Zone
Namco

Namco's Pacman Ghost Zone is apparently being lined up for a UK release next summer. The game drags Namco's geriatric pill-popper into the 90s, with the yellow hero pelting around a load of smart-looking castles trying to avoid his old ghost enemies.

We've loved the look of this since we first saw it, with PacMan now sporting arms and legs and exploring a castle that looks like it's been nicked from a cartoon. Nice one Sony, that's what we say...

■ Alien Vs Predator
Fox Interactive

Fox are ready to pit Ripley's acid-blood aliens against the Predator hunters in a new game. You can opt to be an alien, a Predator or a Colonial Marine and the game changes depending on the decision.

Set within a load of 3D corridors, the game is seen through your chosen character's eyes, with the missions also depending on your species. If you're an alien, you've got to protect your Queen from the Marine and the Predators. The Predator wants the alien Queen and must try and capture her. The Marine, though, just wants to kill everything,



■ Alien vs Predator: Species of hate

and the Queen is the ultimate target. Sounds pretty good to us...

■ Alien Resurrection
Fox Interactive

The film's excellent, and the game's looking pretty smart, too. Alien Resurrection lets the »

■ **OUT** DECEMBER ■ **BY** SONY ■ **PLAYERS** 1-2 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD

Steel Reign

Burning vehicles. Gutted buildings. Charred bodies. Don't you just love 'em?

You've got a supply of guns and bombs that would make Arnie's eyes water. You've got a nifty sci-fi tank and there are lots of tanks, choppers and artillery HQs nearby. Guess what you have to do.

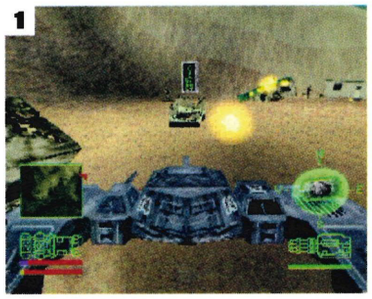
Reigning bombs

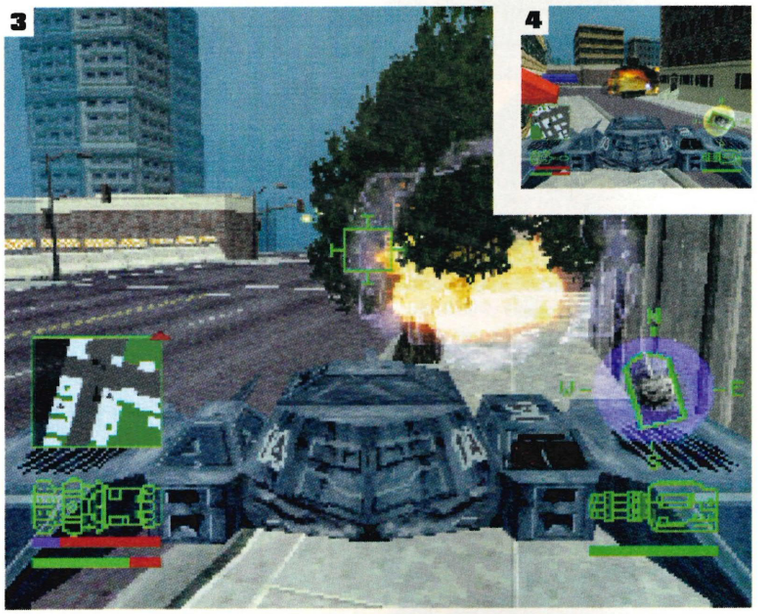
Steel Reign's tanks will be packing some mega-serious firepower and you get to set off some massive explosive megatonnage. Big meaty explosions look to be on the menu, bigtime. Those who feel like a double serving will be pleased to know there's going to be a split-screen two-player mode.

Enormous guns

In between the trigger finger punishment, you'll have to think a bit. You'll have to map out your route and plan how you use weaponry. After that, of course, it'll be back to 'Kill! Kill! Where is the enemy!', but what the hell. You like killing, don't you?

● *Should be fast and furious explosive fun.*

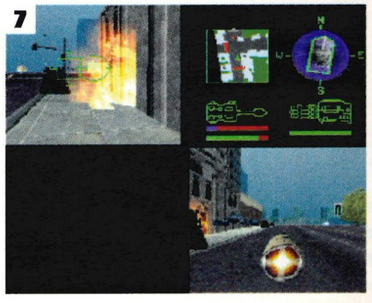


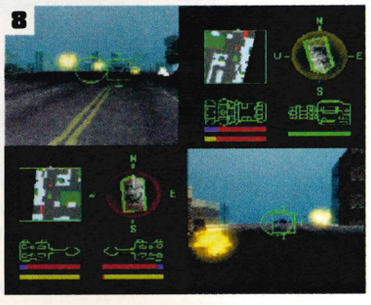












1 Wake up, time to die! **2** Bang **3** If you tire of blowing up people, you can take it out on trees **4** Take that, cheeky bastard! **5** The sky's no refuge from my fury! **6** A radar installation. Impolite not to reduce it to ashes **7** Two-player mode: megadeath **8** Where is the bastard? Take that. And that. And...

player loose with loads of weapons on an alien-infested space station. You play Ripley, who has been cloned so scientists can mess about with the aliens.

The aliens have escaped, though, and the station is in chaos. As Ripley you've got to kill anything that drools, and make your way to the escape pod so you can get home safely. The game is an all-out shooter, and from what we've seen this could be every bit as good as the film.

■ Point Blank

SCEE

Namco's Point Blank is now set to come out over here next February. Don't worry if you've confused it with Gun Bullet,'cos that's what it was called in Japan, but that name's changing for its UK release. We previewed it in Issue 25, and reckon it's well worth a gander. It uses the G-Con45 and is basically loads of little shooting games thrown together.

Cardboard targets pop up and you go from level to level pick them off. Simple, but such a laugh. Perfect for those long, dark February nights...



■ Point Blank: Fairground shooting, no teddies

■ Actua Ice Hockey

Gremlin

The Actua series continues with the team turning their attentions to ice hockey. Actua Ice Hockey is reckoned to be the most realistic hockey game yet. All the rough and tumble of the sport has been bunged in, and there are also loads of shots and tricks for the wannabe Wayne Gretzsky to have a pop at. The games can be viewed from pretty much any where, and like Actua Soccer 2 there are replays to show off your greatest goals.

■ MegaMan Neo

Ocean

The latest MegaMan outing has apparently been snapped up by Ocean. MegaMan Neo is the hero's fourth PlayStation game. Neo is something new for the little platform hero, though. For the first time in his long history, MegaMan has been dropped in a 3D world. The action is viewed from directly behind his chrome dome, as he legs it around a city defeating robotic baddies. Proper plot details are unknown, but we'll have a full Blab on it soon.



■ Mega Man Neo x: Here we go again!

»

universal interactive studios

NAUGHTY DOG

PLEASE FASTEN YOUR SAFETY BELT.

YOU ARE ABOUT TO CRASH.

PlayStation™

Crash Bandicoot 2: Cortex Strikes Back™ & © 1997 Universal Interactive Studios, Inc. All rights reserved. Source Code © 1996, 1997 Naughty Dog, Inc. All rights reserved. Price £39.99.

■ **OUT** JANUARY ■ **BY** ACCLAIM ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, MOUSE

Constructor

Manage a company without swapping your sweaty T-shirt and jeans for a pinstripe suit. But also without getting paid. Doh!

Constructor's the only thing since Monopoly that lets you buy and sell buildings without you having to be a fat twat in a pinstripe suit who smokes enormous reeking cigars. Monopoly was fun. Why not give Constructor a bash?

Work, work, work

If building buildings and stuff sounds too much like hard work, remember it's not you doing the graft on the site. You'll just be signing documents and sitting in restaurants eating the profits. Constructor'll also be stuffed full of cartoon bits and funny people to take your mind off the job in hand. Managing money, men and machines is going to be the name of the game, but there should be enough funny bits to ensure that the 'fun' level doesn't drop too low.

Money, money, money

Players are going to have the choice of several ways to win the game. You can win by either becoming the richest person in the world (Financial Mode), or by having built every building in the world (Ego Mania Mode). If you're an enormous ponce, you can also win by creating a serene socialist Utopia. Bollocks to that. Greed is good!

● *Nice looking cartoons look set to keep this business 'em up bright and breezy.*







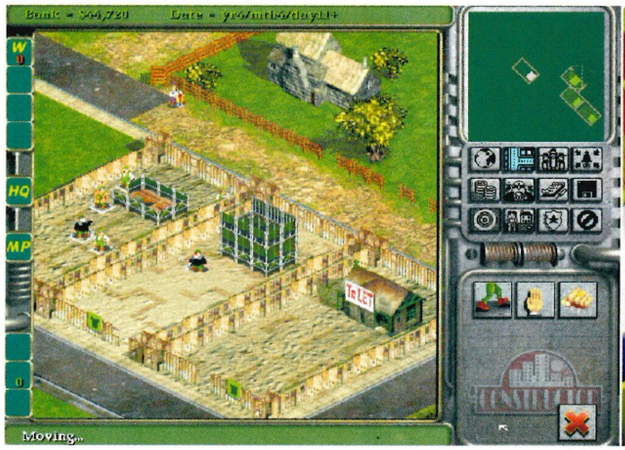
1 It's a man's life in the construction business... **2** So why are we in the kitchen? **3** Build up your business empire, make financial plans, and erm, deal with mobsters.



■ Bring urban development to the green belt...



■ Demolish rural beauty to line your pockets



■ Ah, some trees and stuff. A good site for an office block or something...



■ What is this clown doing in the construction business?

■ NHL Open Ice

GT

Ice Hockey with a few laughs is the best way to describe NHL Open Ice. Copied from an old arcade machine, the game offers two-against-two hockey for some serious multiplayer laffs.

The main difference between Open Ice and the millions (and we mean millions) of hockey games already out, though, is that Open Ice has strange coloured objects to raise your game. These appear on the rink every now and then, and collecting one adds a burst of speed or a powers up your shots so they set the goal alight. The move to make a sports game a bit more arcadey could mean NHL Open Ice is a winner



■ NHL Open Ice: A 'fun' ice hockey game

■ Plane Crazy

Inner Workings

Inner Workings are a new company, and Plane Crazy is its first PlayStation release.

It's a stunt plane game, where you can climb into a number of planes and loop the loop and pull off fancy flying tricks for points. There's not a lot to see yet, but a full Blabbing will follow.

■ The Dark Half

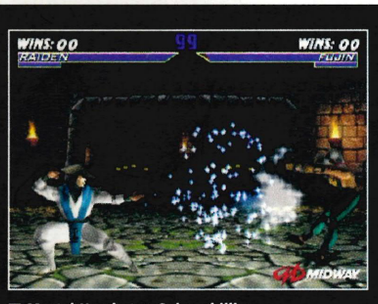
THQ

This is well weird. Based on the Stephen King book, The Dark Half is a horror adventure game. You play a horror writer who finds out his pen name, George Stark, has come to life and is killing people. As the good guy, you've got to stop him. All the locations are shown at the top of the screen, with lists of possible actions at the bottom. All you do is click things like 'take' and point to what you want to nick, and you're away. Expect it in June.

■ Mortal Kombat 4

GT

More Mortal Kombat is on its way from GT. The fourth in the series brings back favourite characters like Sub-Zero, Scorpion and Raiden, and for the first time ever throws them into a 3D play area. Past Mortal Kombats have always been viewed from the side, but now you'll be able to zoom in close as you deliver a foot to the face! Usual Mortal Kombat stuff, such as pulling people to bits after doing them over, and the expected buckets of blood following every hit will still be there.



■ Mortal Kombat 4: Spine-chilling

universal interactive studios

NAUGHTY DOG

CRASH BANDICOOT 2 CORTEX STRIKES BACK



HE'S BACK

AND THIS TIME HE'S MAD FOR IT.

Buckle up, you're in for the most insane trip of your life. Crash has learnt to swing, belly-flop, crawl, skid and even fly with a jet pack since his last adventure. Are you mad enough for it?

PlayStation™

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PlayStation

Wex's mates have been kidnapped. Wild? He's bloody furious...

■ **OUT** EARLY 1998 ■ **BY** INTERPLAY ■ **PLAYERS** 1 ■ **COMPATIBILITIES** JOYPAD, ANALOGUE PAD

Wild 9

The four were fantastic. The five were famous. The seven were secret. The nine: will they be naked? Damn, no such luck.

Number one of the Wild Nine is Wex, a man carrying about three kilos of hair gel on his head and wearing boots that look ten sizes too big. Overcoming these handicaps, he's nimble at hopping, swinging and jumping along through platformy worlds. The rest of the nine? They've have been kidnapped, and Wex is Their Only Hope™

Wet n' wild

There's going to be ten worlds in Wild Nine: one for each of the Wild kidnapped fellas, and one for the big bad guy, Karn (it's always something like Karn, or Khabok, or Borax - never anything like Bob or Jeff). Each of the levels looks to be a 3D colour-fest, with plenty of varied scenery to keep the eyes happy as you get Wex leaping his way through 'em. Karn, when you get to him, is apparently a gaseous cloud the size of two football pitches. This we must see.

Wild West

Wex's guns look to be no less clever: he can use them to swing off little glowy ball things and pick up blocks and chuck enemies all over the place. And all this from a weird glowing strand of purple stuff...

Born to be Wild

There's going to be lots of guns and stuff that Wex can pick up, including laser beams, multiple missiles and big three-way guns. There should also be other clever guns that'll let him do pole vaults and other terrifyingly athletic stuff. Even the explosions that Wex gets when he picks up a bonus look very tasty, so the ones that he generates when he lets off some of his meatier weapons should be real scorchers.

Oscar Wild

Although Wex is one of those platform characters doomed to run in a straight line through his 3D world, he'll have plenty of different straight lines to choose from, with lots of crossroads and junctions lying in his path. The Wexster should also have a choice of vehicles to speed him towards that dastardly big cloud of gas, from big balloons to roller coasters and even dodgems. Just what the dodgems had always been lacking, a few murderous robots...

● *Graphically Wild 9 could be a bit of a peach, but it's looking a bit slow, and Wex looks like he's leaping in an ocean of syrup.*



■ Hmmm. The old 'giant button' bit. Wonder what this one does?













■ Colliderz

ASC

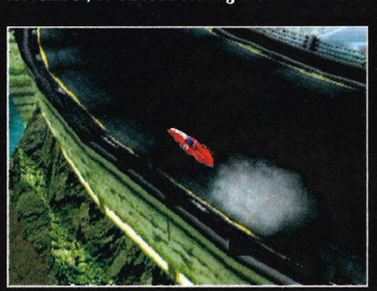
A futuristic version of ice hockey, Colliderz is another view on how sport will be in the future. Huge tanks chase after a ball, and do whatever they can to score a goal. This involves weapons, barging, and general dirty tricks. The violence spills into the crowd, too, with pitch invasions livening things up a bit...

■ Riven

Acclaim

Riven is a new adventure game which has taken four years to develop. It is the sequel to Myst (released by Psygnosis a year ago), and drops the player into a stunning-looking world in search of their true love. Playing the role of Atrus, your wife has been transported away to the world of Riven. Riven is shown as a series of detailed pictures, and these are explored using a small hand icon to move or pick up items.

Clues are then highlighted and pieced together until the reasons for your wife's disappearance are revealed. It's out in November, so start stretching them brain cells.



■ Circuit Breakers: A racing game. Oh, how novel

■ Circuit Breakers

Mindscape

Mindscape's Supersonic Racers 2XS has had a name change, and has been delayed until March. 2XS has been renamed Circuit Breakers, and the extra time is being used to tinker with the game and enhance the gameplay. Circuit Breakers is a racing game viewed from way above the courses. Up to four players can compete, with a load of PlayStation-controlled racers also out for glory. It'll be in Rated next month.

■ Deathtrap Dungeon

Eidos

A regular in these pages, Deathtrap Dungeon has been delayed until the end of February. Originally set for a Chrimbo release, Eidos is holding back the game for a few last minute additions. Deathtrap Dungeon is a smart-looking mix of role-playing and sword-swinging. The game is very action-based, with the player guiding their leather-clad hero around the dungeon killing anything in the way. There is a plot, but with dragons to be killed who gives a toss! Roll on February...



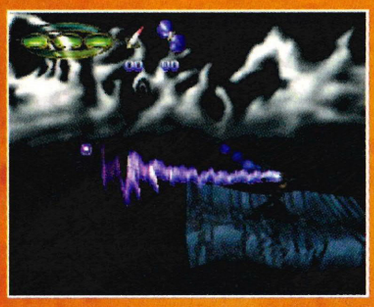
■ Colliderz: The future of sport? Yeah, right



■ This flying robot's electric thing is really hurting my feet. Make it go away



■ You get some pretty immense swings going on when you use your purple gun to fry one of these



■ You don't want your swingy gun thing to run out of batteries at this moment



■ This one should be on The Best of Swing 97. Look at him go!





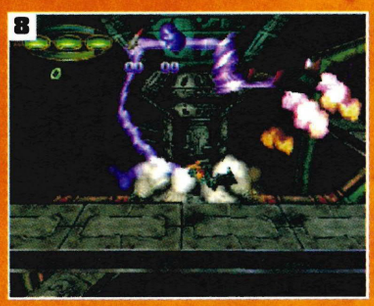
■ These glowing things do something. But I'm not sure what...



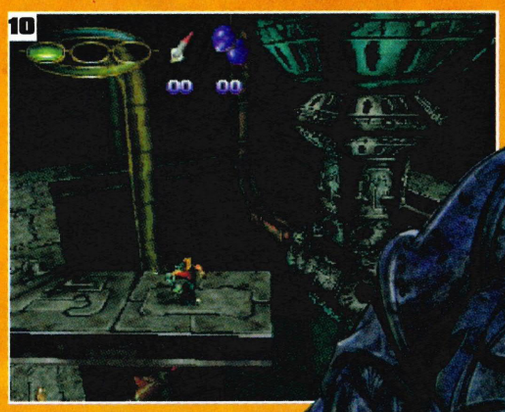
■ Giant robot lizard thing



■ Giant robot lizard gets mad







1 My gun can kill people - and it can lift blocks too? Nifty 2 Crash course in Kung Fu from a robotic Jackie Chan 3 Mmm, that rocket launcher explosion looks nice. Oh shit, I'm dead 4 That explosion's just because you've picked up a bonus. It looks like it should be fatal 5 Wex gets force-fed a rocket-propelled grenade. Nasty. But colourful 6 Can he make it? Can he make it? He's a galactic hero. Of course he can 7 Are there words appearing in those clouds? Am I going mad? 8 Oh calm down. Stop swinging me. I'm only trying to kill you, for God's sake 9 Oooh. Wex can go round corners too! He's so versatile... 10 A huge machine is releasing big clouds of steam. But what is it for?

■ ISS Pro 98

Konami

Konami is set to follow up the incredibly popular International Superstar Soccer Pro. Pro 98 is rumoured to use the same engine as the first game, but Konami will be tinkering with te game to make it faster and to ensure play flows more. The first game was criticised for a lack of shot opportunities and occasionally dim goalies.

These are both said to be sorted, while first-time volleys and more daring attacks are also being worked on. Sadly, no release date yet, though.



■ Batman and Robin: Check out the floating fist

■ Batman and Robin

Acclaim

Unfortunately, Batman and Robin won't be with us for a while yet. The PlayStation version of the crappiest Batman flick ever has been put back slightly, and won't be out until March. Bummer.

The game drops you into the Batboots of Batman, Batgirl or Robin as you scour Gotham City for Poison Ivy and Mr Freeze. The game follows directly behind the heroes, as they run and walk to each location. It also stays there while they beat the popsicles off Freeze and his henchmen. Oh well, March it is then...

■ Star Wars Monopoly

Hasbro

More delays. Star Wars Monopoly has also been shunted back to May. Boba Fett, Obi Wan and all have been caught up by complications in The Force, so this smart take on 'Do No Pass Go' has been put back. Arse. Still, at least March is going to be busy...



■ Star WArs Monopoly: Delayed. Boo hoo

■ NBA Hang Time

GT

Another arcade game converted to the PlayStation by GT. NBA Hang Time is a basketball game, but with loads of moves that would make Dennis Rodman hang up his Nikes. Hang Time doesn't want to be an inch-perfect copy of the real sport, instead it just throw loads of mental stuff into the basic slam-dunking game.

Loads of famous players queue up to strut their stuff, and some of the dunks are nothing short of amazing.

■ **OUT** MARCH ■ **BY** ASC ■ **PLAYERS** 1-2 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD

Hardcore 4x4 2

Huge tyres. No tarmac. What the monster truck is going on?

People with tiny tadgers drive very big cars. Unsurprisingly, monster trucks are very popular with Americans. Hardcore 4X4 2's gonna let you behind the wheel of one of these mammoth vehicles. And you don't have to look like you have a cocktail-sausage-sized penis.

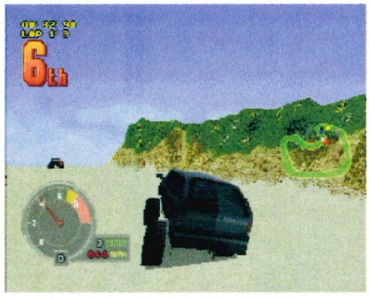
Hardcore... you know the score

Players will have a choice of vehicles with large tyres, and there'll be a selection of locations to cane your vehicles around. Rocks and big holes in the ground are going to be the order of the day, and you're gonna have problems keeping your monster upright.

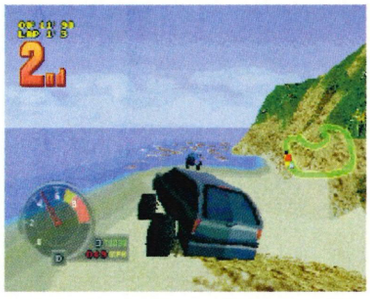
Hardcore uproar

In between crashing and recoiling off the scenery, the selection of monsters will be spending their quality time hammering into each other. It all looks to be a truck repair garage's dream race.

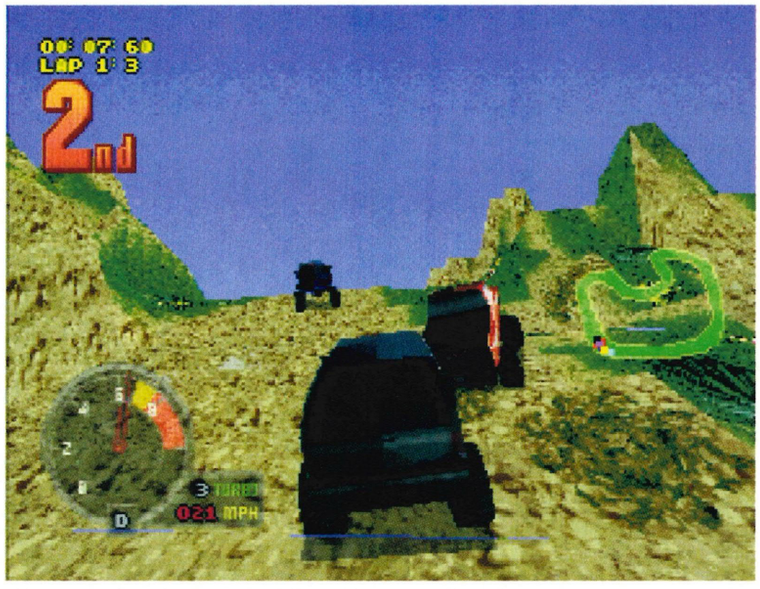
● *Doesn't look to be very smooth at the mo, but we'll keep you posted.*



■ You can skid all over the place on these tyres



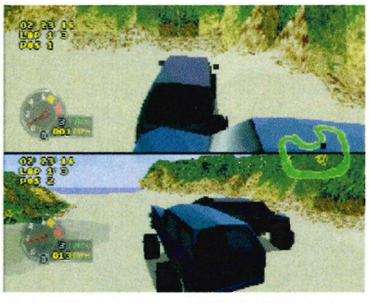
■ Off to the beach. Oh damn, it's full of rocks...



■ Monster truck moving up to a bend. Prepare for snap, crackle and pop-up!



■ Two players, two trucks: two tons of tyres between them. Americans, eh?



■ Ouch! That was my car! Why don't you just monster truck off?

Gossip

Don't tell a soul, but we heard...



■ From F1 to Indy Car for Psygnosis

● Psygnosis is going to follow its F1 97 successes, with a racer based on America's Indy Car circuits. Apparently, Psygnosis has tied up a deal with US teams, and a game is well under way. Indy car has more cars in each race than the Formula One circuits, and is generally regarded as a more skillful drive. We'll see...



■ Batman V is on its way

● Despite the flop of the film and the fact that Acclaim hasn't got its Batman and Robin game out yet, word is Acclaim has already nabbed the rights to the fifth Batman film. There's no definite title yet, but apparently George Clooney will be Bats again, while everyone from John Travolta to Howard Stern are being lined up as the Scarecrow (he uses a powder to give people nightmares), and Madonna said to be in as Harley Quinn: the Joker's bint. Still, with the film way off, it'll give Acclaim shed loads of time to get the game right!



■ They think it's all over at Virgin

● Speaking of Acclaim, work is well under way on a sequel to its N64 smash, Turok: Dinosaur Hunter. And don't write off a PlayStation version either! A version of Turok for the PlayStation was promised yonks ago, but got scrapped. Acclaim is said to be desperate to get it on to the PlayStation. After all, there's nearly eight times as many Sony owners!

● 'You gotta believe!' Parappa 2 rumours are in full flow. The rapping puppy is definitely coming back, but with a greatly expanded game. The major rumour coming from Sony's Japanese offices, though, is a duet mode! Parappa and Sunny Funny could serenade each other.

● Virgin is going to put the shite 4-4-2 behind it, and have another pop at a footie game. Forgetting the Premiership it's gonna take a trip down memory lane and offer classic teams like the England 1966 team, and Brazil with Pele and all! You will even be able to pit teams from the 60s against 80s!

See ya next month



Parappa: could he be sharing the limelight second time round?

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News Just In

Stop press! News we managed to squeeze in just before the mag hit the shelves. Release dates. Our recommended plays. Vital stuff!

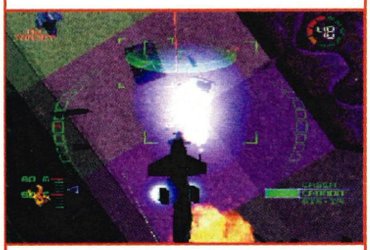
Plus Recommends

Has Sir tried any of these?

G-POLICE

Scored 91%, issue 25

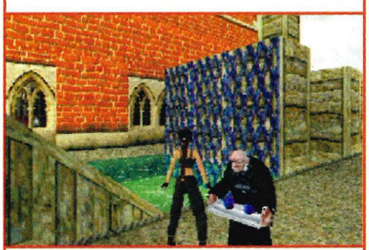
Top chopper copper action. Sign up as a futuristic rozzer and hunt down drug-pushing perps in a slick hov-copter. You are the law.



TOMB RAIDER 2

Scored 95%, this issue

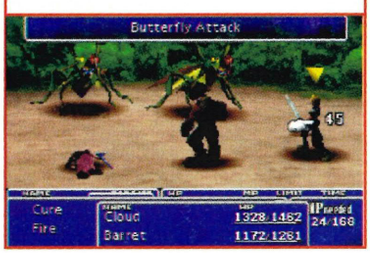
Lara returns to the limelight and this time she's even tastier. More levels, bigger weapons and loads of new moves make this an absolute corker of a game.



FINAL FANTASY VII

Scored 97%, this issue

It's the biggest PlayStation game ever. We also reckon it's the best. Get you're ticket to game heaven, get this game. Now!



FINAL FANTASY MOVIE

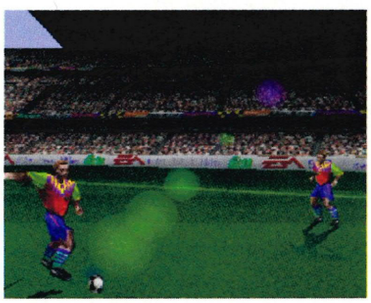
A feature-length movie based on the Final Fantasy VII is in production. It'll be completely computer-generated and is based on a sci fi storyline similar to the game, but none of the existing characters will appear. Instead a load of new virtual stars are being sketched up, so you won't see it until at least the year 2000. Arse.



■ Final Fantasy VII: Soon to be playing at your local seven-screen multiplex

FIFA 98, WHOO-HOO!

D'ya feel heavy metal? You will soon, 'cos Essex slackers Blur have teamed up with Electronic Arts to provide the opening track for FIFA 98: Road to World Cup. Song 2 kicks in as the players kick around the ball and wade through the menu screens, then... well, that's it really. And to think Blur'll get paid shitloads for that... sheesh!



■ Whoo-hoo, well I feel heavy metal! At least I do until my next 'significant' style change



■ Blur decided it wasn't worth being a proper band and started doing game music instead...

F1 97 CLEARED

If you've had problems getting hold of Formula 1 97, that's 'cos it was pulled off the shelves because of licensing problems.

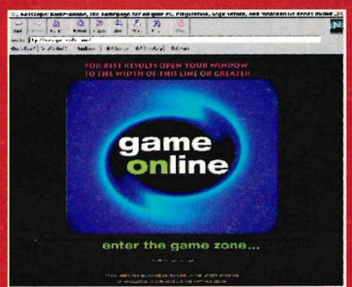
Yep, one minute it was there, flying off the shelves into punters' machines. The next it wasn't there at all. Pulled 'cos of some dispute over official Formula One logos.

Well, it's all been sorted no. After a bit of legal wrangling the offending FIA and FOA logos have disappeared off the game's box and Formula 1 97'll soon be sky-rocketing up the charts again.

Wonder how much those original versions will be worth? Hmm..

GAME ON-LINE

You've read the mag, now you want some more? We'll sort you out, 'cos PlayStation Plus has now got its own website. Yup, we're now cruising the information cul-de-sac, so why not stop in for a pint? Here's where you'll find us: http://www.game-online.com. So c'mon in, we'll give you the latest news on all the hottest games, plus there are loads of interesting chat forums and pictures of us lot. On second thoughts maybe you'll wanna give that last one a miss...



■ Our operators are waiting to take your call

Release Dates

Want to know what's coming out and when? Here you are then...

19TH NOVEMBER	
Time Crisis	SCEE
21ST NOVEMBER	
Actua Soccer 2	Gremlin
Bust A Move 3	Acclaim
Courier Crisis	BMG
Discworld 2	Psygnosis
FIFA: Road to World Cup	EA
Formula Karts	Telstar
Moto Racer	EA
Rampage World Tour	GT
Red Asphalt	Interplay
Street Fighter EX Plus Alpha	Virgin
TOCA Touring Car	Codemasters
Tomb Raider 2	Eidos
Warhammer 2: Dark Omen	Mindscape
28TH NOVEMBER	
Broken Sword 2	SCEE
Caesar's Palace	Interplay
Castlevania	Konami
Command & Conquer: Red Alert	Virgin
Dynasty Warriors	Ocean
Felony 11-79	ASCII
Grand Theft Auto	BMG
Hardball 6	EA
Lethal Enforcers 1 and 2	Konami
Maximum Force	GT
Marvel Super Heroes	Virgin
NBA Live 98	EA
3RD DECEMBER	
Resident Evil: Director's Cut	Virgin
5TH DECEMBER	
Power Soccer 2	Psygnosis
Buggy	Gremlin
Cardynal Syn	SCEE
Crash Bandicoot 2	SCEE
Premier Manager 98	Gremlin
Riven: Myst 2	Red Orb
WCW Nitro	THQ
Z	SCEE
12TH DECEMBER	
Beastorizor	SCEE
Circuit Breakers	Mindscape
Jersey Devil	Ocean
Match Day 3	Ocean
Shadow Master	Psygnosis
Spice World	SCEE
Steel Reign	SCEE
9TH JANUARY	
San Francisco Rush	GT
16TH JANUARY	
Actua Ice Hockey	Gremlin
Batman and Robin	Acclaim
Blasto	SCEE
Bloody Roar	Virgin
Broken Helix	Konami
Constructor	Acclaim
NBA Hangtime	GT
NHL Open Ice	GT
Ridge Racer Revolution	Platinum

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The Essenti

20 games to beg, borrow or steal (well rent) for your PlayStation...



RESIDENT EVIL
Virgin £44.99

ESSENTIAL SELECTION? 'Cos it'll make you fill yer pants. With fear and excitement!

IT'S GONE A BIT PETE TONG... The acting's worse than a kid's nativity play.



FINAL FANTASY VII
SCEE £39.99

ESSENTIAL SELECTION? Gigantic role-player that's perfect in almost every way.

IT'S GONE A BIT PETE TONG... 70 hours to complete? I'll just go get a life...



WIPEOUT 2097
Psygnosis £44.99

ESSENTIAL SELECTION? Cool racer with eye-popping graphics and techno tunes.

IT'S GONE A BIT PETE TONG... The last tracks are well hard.



G-POLICE
Psygnosis£44.99

ESSENTIAL SELECTION? Cyber-style chopper game bursting with action.

IT'S GONE A BIT PETE TONG... The levels are samey and the copter's a git to fly.



TEKKEN 2
SCEE £44.99

ESSENTIAL SELECTION? Top bruiser with more bitch-slappin' than a pub brawl.

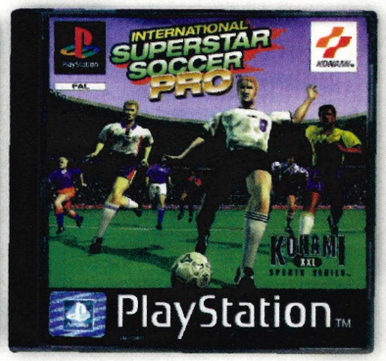
IT'S GONE A BIT PETE TONG... You're a game nerd if you can pull off some of them secret zillion hit combos.



DOOM
GT £44.99

ESSENTIAL SELECTION? The original and still the best guns 'n' guts game. Marvellous.

IT'S GONE A BIT PETE TONG... Looks a bit ropey 'cos it's a bit old, but still plays like a sex kitten.



ISS PRO
Konami £44.99

ESSENTIAL SELECTION? Best footie game on PlayStation? Not 'arf! Creamy graphics, spot-on gameplay and effective controls.

IT'S GONE A BIT PETE TONG... The set-pieces are shite. And it's a little bit slow.



MICRO MACHINES V3
Codemasters £34.99

ESSENTIAL SELECTION? Mini motor madness in the best multiplayer game yet.

IT'S GONE A BIT PETE TONG... It's not so hot for solo speed freaks.

Essential extras

What else you really, really need for your PlayStation

ANALOGUE PAD
SCEE £24.99

Looks and feels as good the basic pad, but better for driving and flying games.

G-CON45
Namco £59.99

Cap ass with this hyper-accurate gun. Comes bundled with Time Crisis.

MEMORY CARD
SCEE £14.99

Forget cards that store loads of save games, get the official and still the best memory pack.



FORMULA ONE
Psygnosis £49.99

ESSENTIAL SELECTION? Corking racing sim that shats over every other F1 game.

IT'S GONE A BIT PETE TONG... 'Cos it's older than Barbara Cartland the driver listings are a bit whiffy. Huge stadiums seem to appear from nowhere as well.



SUPER PUZZLE FIGHTER 2 TURBO
Virgin £34.99

ESSENTIAL SELECTION? Easier to get into than a school disco, more addictive than any class As.

IT'S GONE A BIT PETE TONG... Unless you're a dweeb you'll love this puzzler.



DIE HARD TRILOGY
Fox Interactive £44.99

ESSENTIAL SELECTION? Three games in one and each is a blinder! And you get to be Bruce Willis (but not to shag Demi Moore. Darn).

IT'S GONE A BIT PETE TONG... Die Hard 2 is cruddy unless you've got a lightgun.

al Selection



PARAPPA
SCEE £29.99

ESSENTIAL SELECTION? Funkin' rhymes and b-boy beats make this one to watch.
IT'S GONE A BIT PETE TONG... Like sex with a supermodel, it's good but over too quickly.



PANDEMONIUM!
BMG £39.99

ESSENTIAL SELECTION? Acid-trip platforming with wacko jester and curvy girlie.
IT'S GONE A BIT PETE TONG... Looks 3D but it ain't really. Don't matter, it's still saucy.



TIME CRISIS
SCEE £59.99

ESSENTIAL SELECTION? Spot-on conversion of arcade monster. Comes with gun.
IT'S GONE A BIT PETE TONG... No way, this is the ultimate ass-cappin' game. Buy it!



RAGE RACER
SCEE £39.99

ESSENTIAL SELECTION? Super-fast, rubber burnin' racer as good as any arcade racer.
IT'S GONE A BIT PETE TONG... Could've done with more tracks and is sometimes a bit annoying. Those blasted powerslides...



BROKEN SWORD 2
SCEE £39.99

ESSENTIAL SELECTION? Don't be fooled by these nifty cartoon graphics, this is one serious adventure.
IT'S GONE A BIT PETE TONG... Steer well clear if you're an action man.



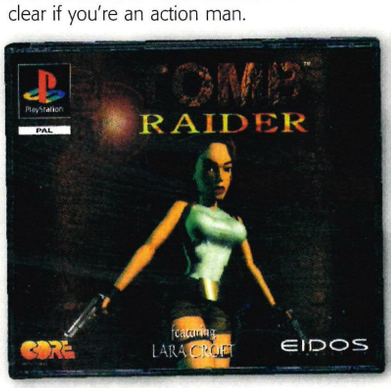
INTERNATIONAL TRACK AND FIELD
Platinum £19.99

ESSENTIAL SELECTION? Button-bashing Olympic classic: perfect game orgy fodder.
IT'S GONE A BIT PETE TONG... Dull as ditch water if you're playing with yourself.



V-RALLY
Ocean£44.99

ESSENTIAL SELECTION? Coolio off-roader that's great if you're fed up going full tilt on the tarmac.
IT'S GONE A BIT PETE TONG... Off-roadin' ain't easy and you'll fly off the track unless you're dead careful. Well annoying!



TOMB RAIDER
Eidos £44.99

ESSENTIAL SELECTION? Too right. If you've got a PlayStation, get Tomb Raider. Lara will keep you up for ages.
IT'S GONE A BIT PETE TONG... Looks a bit boring at first but trust us, stick with it and you'll love this beauty.



STREET FIGHTER EX ALPHA PLUS
Virgin £44.99

ESSENTIAL SELECTION? Well playable 3D fighter that's tastier than top nosh. S'got loads of character too.
IT'S GONE A BIT PETE TONG... Nope, it's up there with Tekken 2 as king of the fighters.

Best of the rest

Some more you might like to consider...

SOUL BLADE
Namco £39.99
Almost essential 'cos it's the best looking fighter and it's got huge big swords in it, but at the end of the day it's bit limited.

ABE'S ODDYSEE
GT £44.99
Dead funny farting noises and really original gameplay make this well addictive, but it can be a bit frustrating at times.

BUST-A-MOVE 2
Platinum £19.99
Well addictive arcade puzzler but won't keep you going for long.

OYMPIC SOCCER
Eidos £39.99
Fun footie game that's about as realistic as Red Dwarf special effects. Er, that's not very realistic.

SYNDICATE WARS
Electronic Arts £44.99
Technically blinding but a real bitch to get into. Check out the instruction manual if you want proof. Phew!

WORMS
Platinum £19.99
Great with loadsa mates and lager. But as a one-player game it sucks. For just under £20 though...

STREET FIGHTER ALPHA 2
Virgin £44.99
Top-notch 2D fighter from the original pioneers, but let's face it the likes of Tekken in 3D are the way ahead.

COMMAND & CONQUER
Virgin £44.99
Top arcadey strategy game that's a bit difficult to control but really grabs you by the balls.

NUCLEAR STRIKE
Electronic Arts £44.99
Loads of rock-solid combat vehicles and tons of things to blow up. Cool, but well 'ard.

COLONY WARS
Psygnosis £44.99
The closest thing you'll get to Star Wars on the PlayStation. But like the Yoda bits, it can get a bit dull.

LATER

Coming up next month in PlayStation plus

INTO 98!

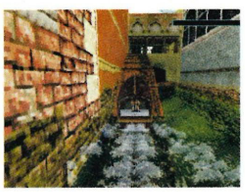
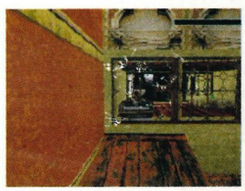
All the games that'll blow you away next year! **Tekken 3**, Resident Evil 2, **Metal Gear Solid**, Gran Turismo, and 100s more! You can't afford to miss this if you want to be in the know!



plus INSTANT EXPERT

TOMB RAIDER 2

Has your Croft come a cropper? Is Lara losing it? All the tricks, traps and tips you'll ever need.

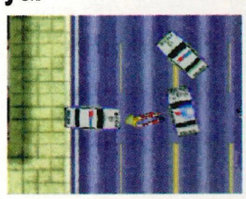

plus FINAL FANTASY VII

The biggest game ever brought down to size. Essential info for all you stuck adventurers.



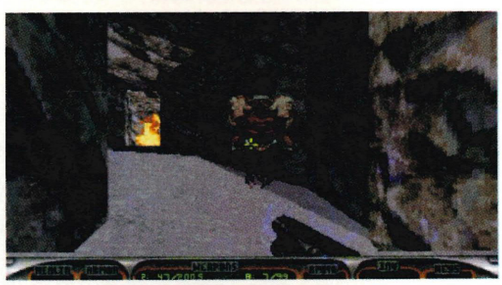

plus GRAND THEFT AUTO

Nicking motors, dodging the law and running over anyone who gets in the way. Grand Theft Auto, we luv ya!


plus DUKE NUKEM

Aliens are coming to nick our women. One man can stop them: Duke Nukem. We rate his gun-toting skills in the first review.

plus RATED

FIFA Road to World Cup **Steel Reign** Red Asphalt **Hybrid** Snow Racer **Street Fighter Collection** Circuit Breakers **Rampage World Tour** Premier Manager 98
Plus loads more games first!

PlayStation plus Do yourself a favour... Buy it 23rd December



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The More The MERRIER

FORGET ALL THAT SHITE ABOUT PLAYSTATION OWNERS SITTING IN DARKENED ROOMS ON THEIR OWN. GETTING A FEW CANS AND MATES IN IS WHAT IT'S ALL ABOUT...

What's better than caning a mate at two-player Tekken 2? Caning seven at Micro Machines V3, of course. Here's your guide to multiplayer heaven. And by that we mean any game supporting a **multitap**, or **link-up cable**. We've run through everything you need for multitap mayhem and over the page the full link-up lowdown...

For starters, sir?

What's on offer for multiplayer laffs

Sony Multitap: Sony
£32.99
This is the poodle's plums, lets you plug in four pads, and four memory cards.

Sony Link (Best Buy) Sony
£19.99
A bit pricey, but best of the bunch. The strongest. Even the most pissed-up git couldn't knacker it.

System Link Fire
£14.99
Looks weedy, but works well enough. Doesn't fit quite as well as the Sony one.

PSX Link Lead Gamester
£13.99
Not as strong as the Sony cable, but loads cheaper. Depends how clumsy your mates are, really.

Top five multitap games

No way is three a crowd

1. Micro Machines V3 Codemasters
Players: 1-8
Worth buying multitaps for. Eight players drive tiny cars, boats and dragsters around rooms and gardens. Utterly brilliant, and the best multiplayer game of all time.

2. International Track and Field Platinum
Players: 1-8
A steal at twenty quid. Worth the moolah for the sight of eight people desperately hitting the joypad to make their athletes run faster!

3. Rally Cross SCEE
Players: 1-4
This is so cool, you wouldn't believe it. The screen is split into quarters as you roar around the game's well bumpy courses. It's better with four players than it is played alone.

4. Syndicate Wars EA
Players: 1-4
Four players means four times as much chaos! Gang up to storm cities and blow the crap out of any one you meet. Makes Blade Runner look like Bambi.

5. Soccer '97 Eidos
Players: 1-4
Float a pass to your mate to volley, and then leg it back into your own half for defending duties. Takes a while to get used to, but four-player Soccer 97 is a must.



THE FULL MONTY

Loads can play at these games

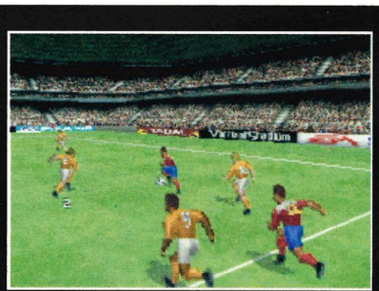
MULTITAP

All-Star Soccer Eidos
Unfunny kickaround.. It's even crap in one-player mode. Don't bother..

Blast Chamber Activision
Stupid platform game. Confusing and dull.

Break Point Ocean
Tennis. But in name only.

Davis Cup Tennis Telstar
The worst tennis game in history. Worse than Break Point? Yup.



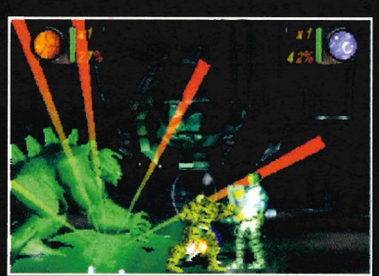
■ FIFA 96: You'll need to be pissed to enjoy it

Fantastic Four Acclaim (Rent it)
Comics heroes scrapping A bit of a laugh. Shite in one-player but multiplayer's not bad.

FIFA 96 Platinum
Christ, even at £20 this slow, boring kickaround is too pricey...

FIFA 97 EA
Nah, don't bother. Slow football bollocks.

Galaxian 3 Namco
Looks really smart. Plays like cardboard.



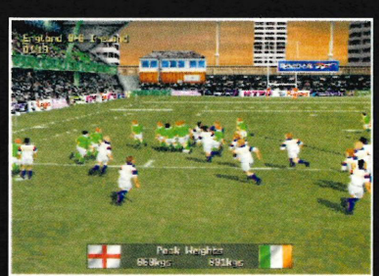
■ Fantastic Four: Not bad in multiplayer

Grid Run Virgin (Rent it)
Tag on your PlayStation. OK for an hour or two. Gets boring after that.

nternational Track and Field Platinum
Thrashing buttons to win races. The second best way to get wristache. Smart.

Jonah Lomu Rugby Codemasters (Rent it)
The only PlayStation rugby game. Worth a punt,

Loaded Platinum
Cool-looking shooty action. A bit samey though.



■ Jonah Lomu Rugby: Without the bath after

Micro Machines V3 Codemasters (winner)
You have got to have a go at eight-player racing on this...

NBA Jam Extreme Acclaim
What is it with tossy basketball and the PlayStation?

NBA Live 97 EA
... see what we mean?

NHL Face-off SCEE
Ice Hockey. A bit of a laugh, but no cigar.



The multitap basics

Don't say, 'all back to mine' until you've got this lot handy:

We assume you've got the mates, a darkened room and an understanding girlfriend. This is what else you'll need for your night of **multitap** gaming.



Here's what you'll need: 1 A big TV is essential. You try getting eight people around a pokey portable 2 A PlayStation: Stands to reason, really 3 2 x Multitaps: If you've got seven mates, that is 4 Crisps: As many as possible. Doritos are a good bet, but they make your joypads go yellow if you eat and play 5 Joypads: You'll need one each, so make sure everyone brings one. Also, always have a crappy pad on the go, for the person you really don't like 6 Lager: Well, you wouldn't stay in without it, would you?



■ Micro Machines V3: We'd recommend this

Olympic Soccer Eidos (winner)
Yes! The only decent multiplayer kickaround. Be Shearer to your mate's Wright!

Olympic Games Eidos
Does eight people lifting weights and shooting clay pigeons sound exciting? Nope,thought not.

Pitbull GT
A sports game of the future. Best left alone.

Powerplay Hockey Virgin
Another ice hockey game. Not great.



■ Olympic Soccer: Top footie laughs for yer mates

Rally Cross SCEE (winner)
Get this, get some mates in. A right laugh.

Riot Psygnosis
Another sport of the future. Not much cop..

Sampras Extreme Tennis Codemasters (Rent it)
The best tennis game on the PlayStation. Superb doubles mode.

Smash Tennis Namco
Comedy tennis game. About as funny as Les Dennis. And sorry Les, but that's not funny.



■ Rally Cross: Bump and grind

Street Racer UBI Soft
Comedy racing game. Slightly funnier than Les Dennis.

Syndicate Wars EA (winner)
An action/strategy game with loads of killing to do. Give it a whirl.

Total NBA 96 SCEE (Rent it)
More basketball, pretty good...

Total NBA 97 SCEE
but not as good as this version. Worth a rent.



■ Syndicate Wars: Blow up your mates. Cool

Trash-It GT
Hit things with a big hammer. DIY's more fun.

Twisted Metal 2: World Tour SCEE (Rent it)
Travel the world in cars, blowing up landmarks. As good as it sounds.

WWF In Your House Acclaim
You're gonna look a real tit if you own or rent have this.

WWF Wrestlemania Acclaim
And this.

THE MIX: Stuff you need to know

The link-up basics

Get this lot sorted if you wanna link-up:

OK, for a **link-up** game you'll need two PlayStations with a cable joining them ,and two TVs. Shame if your girlfriend was planning on watching TV in another room...



Here's what you'll need: 1 2 x tellies. Because you have one each you don't have to worry about them being too big 2 2 x PlayStations. Obviously 3 A link cable. To get the two machines talking to each other 4 More crisps. A bag each is ideal. That way you don't have to get up and go and get 'em. Be prepared, y'see 5 A joypad each 6 Lager. Lots of lager. Actually, you'll probably need a car or at least a lift to get a second TV and all your kit there. This may make the lager a bit of a problem. Moody girlfriend not pictured

Top five link-up games

Get yerself connected

1. Doom/Final Doom (Best Buy) GT
Players: 1-2
It doesn't matter which one. Pick up feckin' great guns, leg it around corridors and redecorate the wall's with your mate's head. Link-up at its finest.

2. Descent Interplay
Players: 1-2
Doom in space ships, really. Players drive up and down huge mine shafts collecting lasers and stuff and try and blow the stuffing out of each other.

3. Motor Toon Grand Prix 2 SCEE Rent it
Players: 1-2
Made specially for the link cables. Not only does this cartoon racing game let you play a mate, it throws in a version of Battleships for free!

4. Total Drivin' Ocean
Players: 1-4
Not only can you link two screens together, but a split-screen mode lets two more muckers muck in. The game's a bit arse, but four-player racing is four-player racing.

5. WipEout 2097 Psygnosis
Players: 1-2
Yet another racer, but who cares? Ultra-fast space ships, massive ramps, and shedloads of guns. And music by The Prodigy. What more could you want?

Where does this go then?

You've got the gear, the beer and the game that says it's link-up friendly. What do you do with the whole caboodle now?

1. Spin your PlayStation around and put the link cable into the SERIAL I/O port on the back of your PlayStation. Do the same on your mates machine.

2. You'll need two copies of most link-up games, so load both copies. Now just head for the options screen and pick the 'link' mode.
There'll be a bit of a wait while the machines are linked. Then you're off...

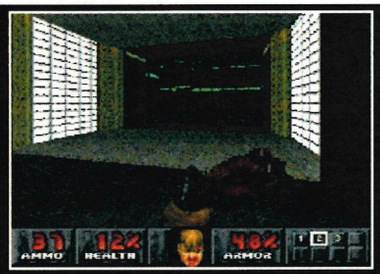
THE FULL MONTY

Those link-up games in full

LINK-UP



■ Descent: First one's good, second one's toss.



■ Doom: The grandaddy of link-up games

Andretti Racing Electronic Arts
Dull racer, with crappy graphics

Assault Rigs Psygnosis
Tanks in huge mazes. Worth a gander.

Aytron Senna Kart Duel Philips
All the heart-stopping thrills of go-karting? Not even close!

Burning Road Funsoft
A good racer that's startlingly similar to Daytona in the arcades

Command & Conquer: Red Alert Virgin winner
Difficult but dead good two-player battling.

Descent Interplay winner
One-on-one blasting in a huge mine. A bit jerky, but still pretty smart.

Descent 2 Interplay
Bleedin' identical to the first one. Toss.

Destruction Derby Platinum
The ram-raider special. Unfortunately it's not that hot in multi-player mode. Darn!

Doom GT winner
Off your mates with shot guns. And rocket launchers. Classic stuff.

Explosive Racing Funsoft
Sequel to Burning Road. Really average.

Final Doom GT Rent it
More of the same, but a damn sight harder. Not many level but still good in Deathmatch.

Formula One Psygnosis winner
Linked up, this is brilliant.

Hexen GT
Ropey in one-player, just as bad in link up.

Impact Racing JVC
More crashing and bashing in cars. Snore.

Krazy Ivan Psygnosis
Robots fighting. OK, but not great.

Need For Speed Electronic Arts
Posh racer. Excellent link-up mode.

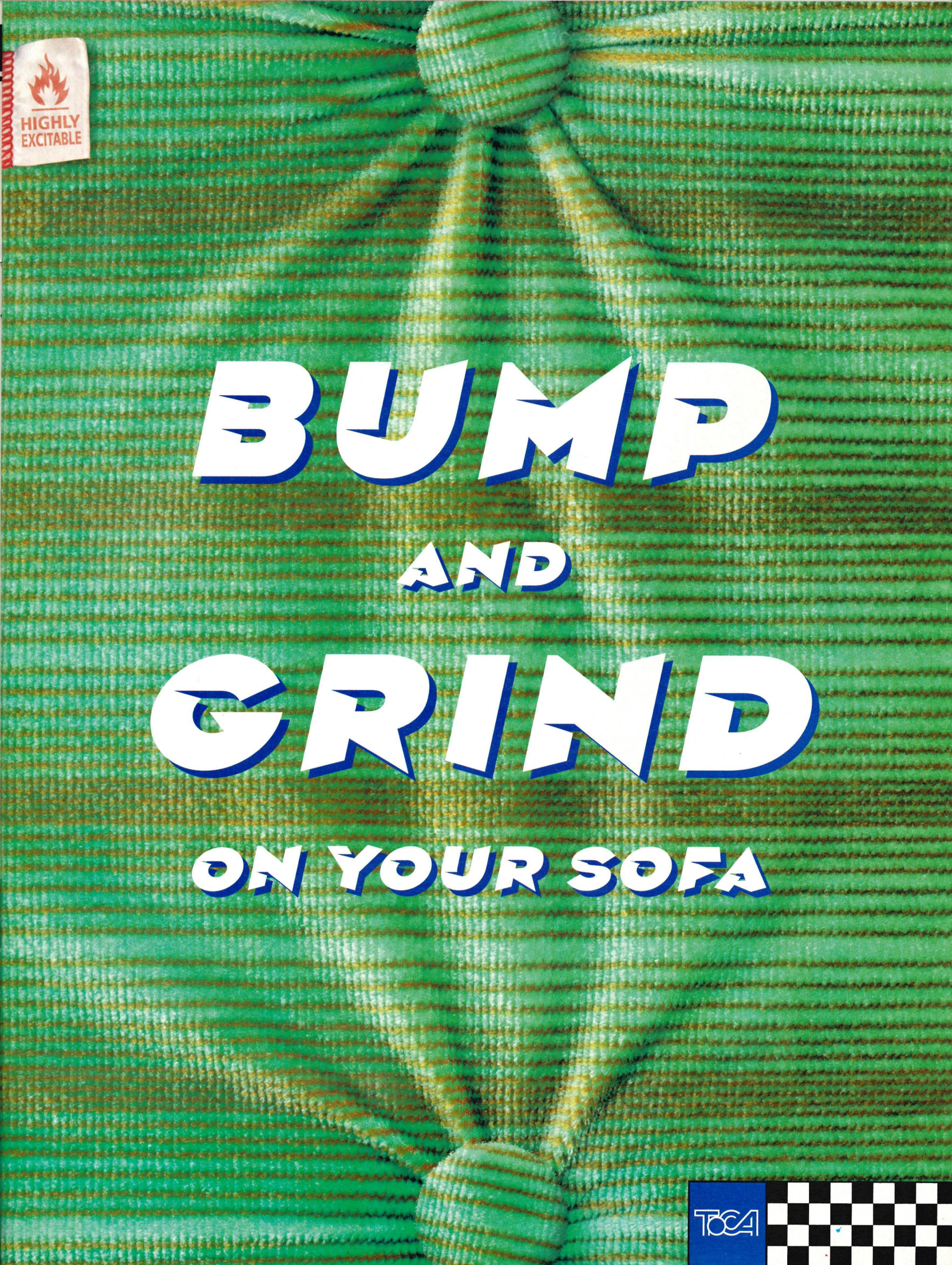
Ridge Racer Revolution Namco Rent it
Nifty driving game that's OK for two-players.

Steel Harbinger Mindscape
Shite. Utter shite.

Total Drivin' Ocean
The first link-up to let four people have a go.

WipEout Platinum
Futuristic racer.. Not as good as...

WipEout 2097 Psygnosis winner
A real corker! Fly fast against your mates, then blow the crap out of 'em.


HIGHLY
EXCITABLE
BUMP
AND
GRIND
ON YOUR SOFA
TOCA

ACTION ON THE EDGE OF YOUR SEAT





Bump and grind round killer bends at 147mph, wheel to wheel in a pack of 16 speeding cars.

Rip it up on all 8 championship tracks in time trials, single races or even the complete '97 season.

Battle it out against tactically aggressive drivers and as the soundtrack and fx thunder, switch to in-car view as you tear up the finishing straight.

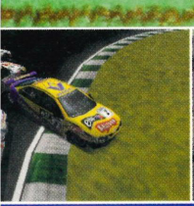
TOCA, real cars, total gameplay.

PLAY MAGAZINE 92%

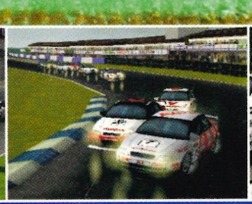
"Packed with smash 'em and crash 'em gameplay! Even more advanced than Formula 1 '97... Incredible. Really fast, really fun, really racing"

PLAYSTATION PLUS

winner **91%**


Crash Out


Bump & Grind


Thrash It Out


Cane It

Which of these codes enables you to view the action from a track-side camera?

CMTSIDE CMREMOTE CMFOLLOW (3 of 3)

1997'S REAL CARS, REAL TRACKS, REAL TEAMS,

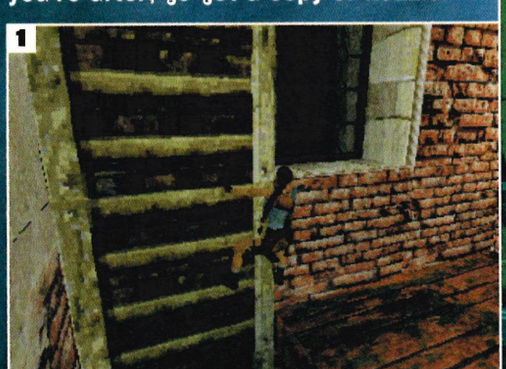


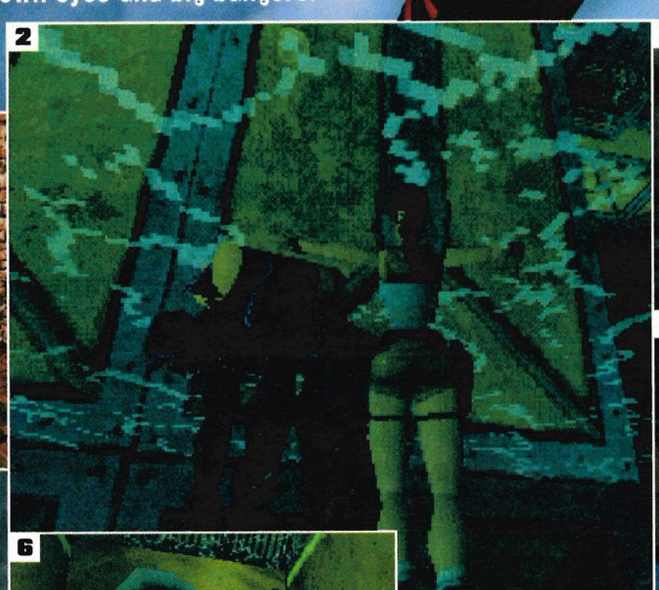
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Water Babe

That itching in your pants isn't crabs, it's excitement. Why? 'Cos silicon chick superstar Lara Croft is back in Tomb Raider 2: undoubtedly better and most definitely bigger than before. And the game's shit hot too!

Lara Croft may be bigger than God but let's not forget her humble beginnings. A year ago no-one could have predicted that Lara would be the lust object for every videogaming teenager. Tomb Raider 2 marks the return to her roots, to prove there's more to this binary babe than brown eyes and big bangers. If you want the ultimate gaming experience then read on. If it's cheap thrills you're after, go get a copy of Razzle.













1 Porno Lara pulls out her camera and takes some snaps of the couple in the bedroom, banging away 2 Lara's intellgent, but obviously not that bright. Rather than nab that air tank she just holds her breath. D'oh! 3 Argh! You thought that floor panel was safe but you were wrong. Death! 4 Oof! Lara's used to Jack Russells on heat but this bastard just won't take no for an answer 5 Having worn through the soles of her boots, Lara sizes up another pair 6 Get too close to the fan and you're dead

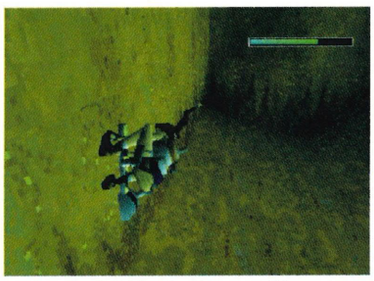
■**OUT** NOVEMBER ■**BY** EIDOS ■**COSTS** £44.99 ■**PLAYERS** 1 ■**COMPATABILITIES** JOYPAD, MEMORY CARD
■**WE LOOK AT** GRAPHICS, COMBAT, PUZZLES, STORY, ENEMIES, WEAPONS, VEHICLES, WALKTHROUGH, LEVELS



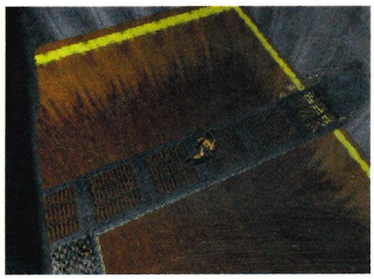
The Works: Monster Tomb Raider 2 Review

Graphics

Tomb Raider 2 looks tasty. We're not talking 'Big Mac 'n' fries' tasty either. Nope, this is the sort of game that'll make your eyes pop. From the snowy wastelands of Tibet to the sea-worn industrial hell of the oil rig, visually this is stunning. The level of detail in Tomb Raider 2 is incredible. It really does feel as though you're there, the graphics are that convincing. The Lara animation will make you tingle in place you never thought existed too!



■ Since Tomb Raider, Lara's pony tail has grown. Its swings around too



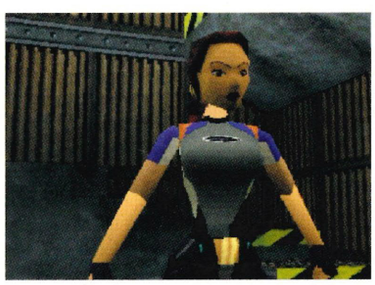
■ Some of the weird camera angles make the gameplay more exciting



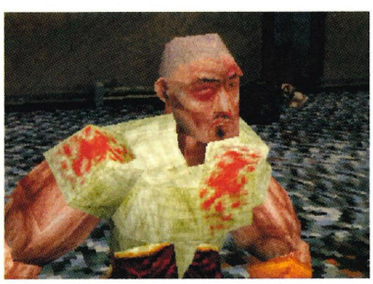
■ The look button shows off just how cool the graphics really are



■ Lara can play around with (or simply ruin) the scenery. Obviously she doesn't like boats



■ Lara's looks fantastic. Totty at the top of the pecking order...

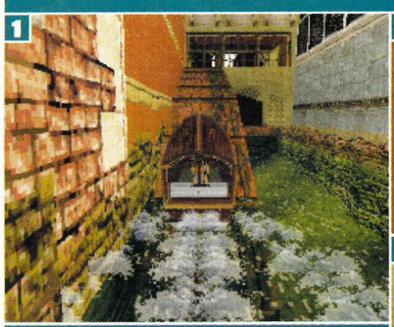


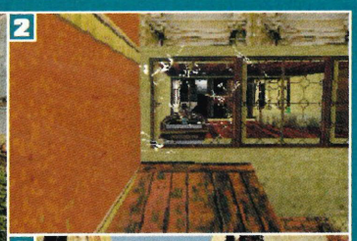
■ Some of the other blokes aren't quite so... erm, rounded, though

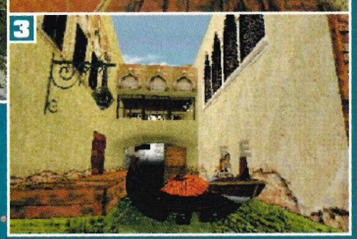
What we like

Jumpin' water!

Smooth-talkin' super spy James Bond climbed inside a power boat and crashed through a wedding reception in Live and Let Die. Lara goes one better. Turning the quiet canals of Venice into an Uzi-fuelled battlefield, luscious Lara nicks a boat and dodges doom by pulling off the most spectacular stunt in a game. Ever!



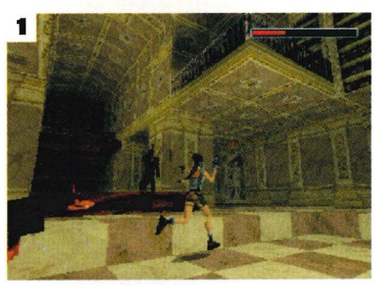


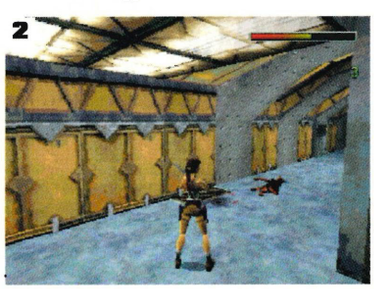


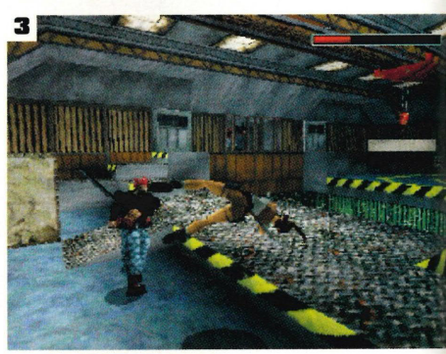
1 Lara lines up with the ramp and kicks in the turbo boosters 2 The boat flies up the concrete slope and crashes through the glass bridge at the top... 3 Then splashes down into the water, crunching through the gondolas at the bottom. Beat that, Bond!

Combat

Combat wasn't really a big part of the first Tomb Raider. Lara leapt around, poppin' caps in wolves, lions, bears... pretty much anything from the animal kingdom. That's all changed in Tomb 2 'cos pretty much all the enemies are human. That means they carry big sticks or, even worse, guns. Urk! Like the first game, Lara automatically aims at the enemy as long as they're in range, so all you have to do is get in close, get yer shooters out and let rip. Unfortunately that's all the bad guys have to do as well. Bugger.









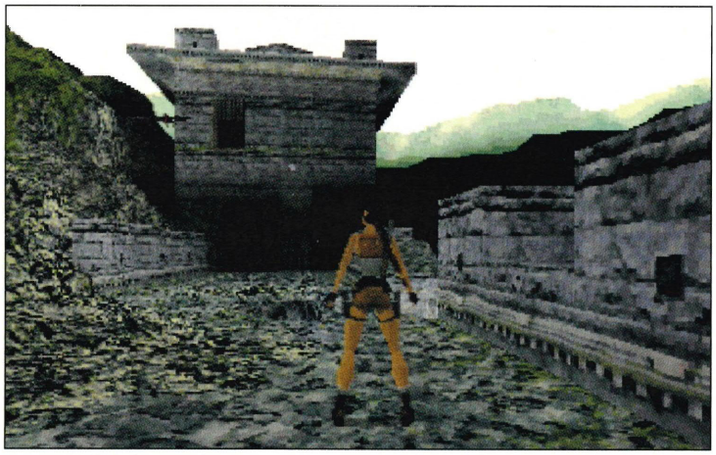




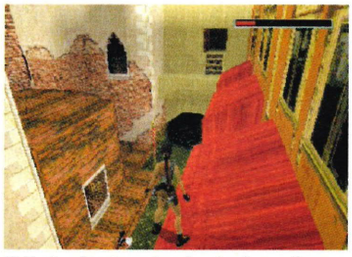
1 Tomb 2's combat system is really simple. Just find a target... 2 Then jump around, firing 3 Lara automatically locks onto a target, which is good 4 The enemies automatically lock onto Lara. Which isn't good 5 Ever tried dodging a harpoon in a swimming pool? It ain't easy 6 Lara kicks ass with the M16. No way they're dodging this sucka!

Levels

Y'know how Indiana Jones always gets the goodies within a couple of hours. It's never as simple as that. Lara's search for the scared Dagger of Xion kicks off at the Great Wall of China. By the time she's got the bleedin' blade, she's been halfway 'round the world.



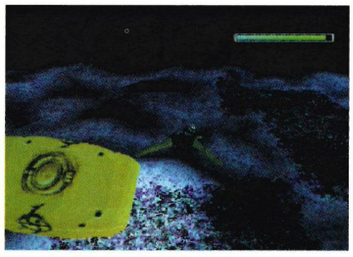
■ Great Wall of China: Spiders, rats and tigers. Mother nature's after your ass here, Crofty



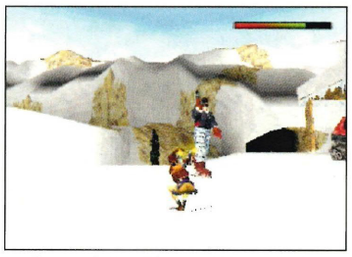
■ Venice: Loadsa swimming, loadsa mafia geezas carrying Uzis. Bad news for brunettes



■ Oil Rig: Dodge saws, watch out for pools of poisonous goo. This is no place for a lady



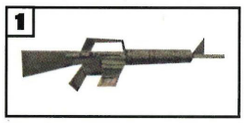
■ Underwater: 40 fathoms under and no oxygen. Lucky Lara's got a good set of lungs



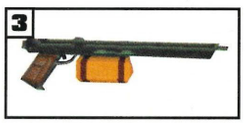
■ Tibet: In that weather you'd have nipples like bullets. Lucky Lara's got a leather jacket

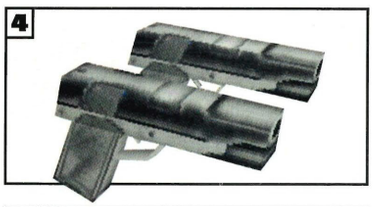
Weapons

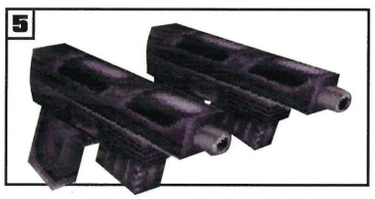
What good is a game without weapons? That's like going to see a film with no explosions in it. B-o-r-i-n-g. Tomb Raider 2's smart, 'cos it's got stacks of guns. From the peashooter pistols to the body-bursting grenade launcher, Lara's got some pretty tasty shooters.















1 M16 2 Shotgun 3 Harpoon 4 Pistols 5 Automatic Pistols 6 Uzis 7 Grenade Launcher

Story

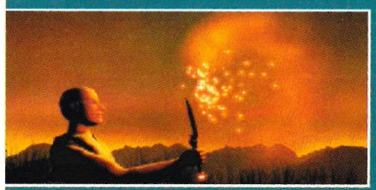
In the first Tomb Raider Lara was out to get some sacred amulet called the Scion. This time 'round the buxom beauty's after a ancient kitchen knife, called the Dagger of Xion. The blade possesses mystical powers, but you have to be a bit of a nutter to take advantage of them. Apparently the holder will have 'great powers', but first they've gotta stick it in their gut. Sod that.



■ 'Oi, dog-breath! Eat my crossbow!' The holy monk confronts Puff the tragic dragon



■ 'I'll 'ave that', sniggers monk boy, as he deftly nabs the sacred Dagger of Xion



■ 'Bloody hell', exclaims Garrick as the knife burst into flames



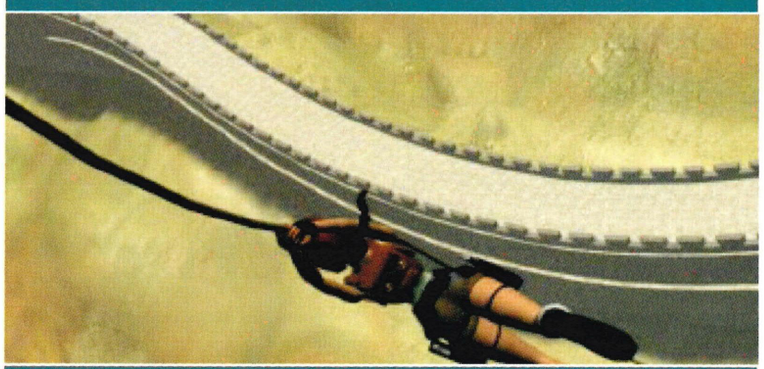
■ Either Dragon temple was empty or the bell didn't work. Garrick sneaks inside...



■ With a glint in his eye, Gazza slides his sword into the gaping mouth. His body tingles...



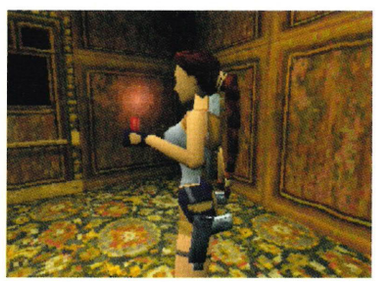
■ And then BOOM! Consumed within a blinding light, Garrick vanishes without trace



■ 'Wahay!' Lara swings from a chopper and lands on the Great Wall of China. Get goin', girl!

Lighting

Play this beauty and you'll trip the light fantastic. Lighting effects in the game are creamy, giving the locations atmosphere and making them look even more realistic. Check out the way the water ripples, we guarantee you'll love it.



■ Lara lights the way with flares. Super cool



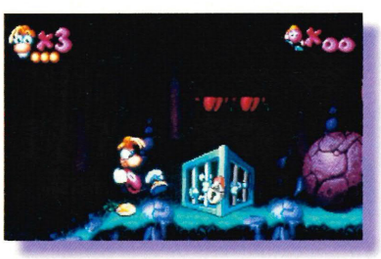
■ The murky depths of Venice look great thanks to the smart lighting

»

RAYMAN JUST TURNED PLATINUM!











PlayStation



RAYMAN

Ubi Soft
ENTERTAINMENT

There's never been a platform game like it. When Rayman came out in 1995, it scored more than 90% from all the main magazines and raced to the top of the charts. Now Rayman's back on the PlayStation in a new budget priced Platinum version. Miss it and turn green.

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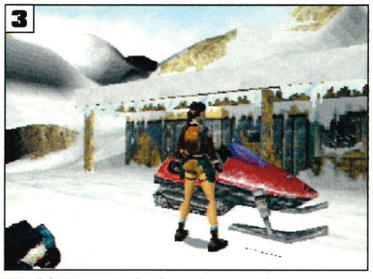
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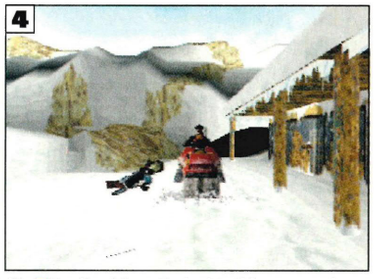
Vehicles

She's one fit bird, but if you had to run 'round like Lara, you'd get knackered too. Give this chick's legs a rest and nab a snazzy vehicle. Whether it's the murky depths of Venice waterways or the Tibetan mountains, they make Lara's life a helluva lot easier. They're vital for solving some of the puzzles too.









1 Quick! No one's looking, jump in that boat and nick it! 2 Don't get too attached to this wave maker. You'll have to blow it up to finish the level 3 Sure, the owner won't mind if you borrow his Snowcat. Not now he's dead 4 Run out of ammo? No worries, just plough into the bad guys!

Enemies

Lara gets mobbed wherever she goes. But by tough nuts with baseball bats and psychos lookin' to cap her ass with an Uzi. Yup, it's hard to imagine but some guys just don't like cutey Croft. God knows why but even the wildlife doesn't like this voluptuous vixen. Weird.



■ **Thug: Thick as shit but hard as nails. Get in close batters Lara with a club. Bastard**



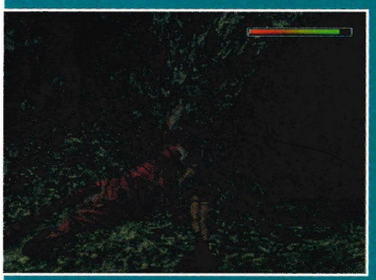
■ **Gun guy: This bloke'll bag anyone with his gun. Obviously narked about his hair cut then**



■ **Diver: Harpoon-firing nuttahs with one advantage over Lara – underwater breathing**



■ **Shark: OK, so this mutha doesn't pack a piece but I'd be shit scared of those teeth...**



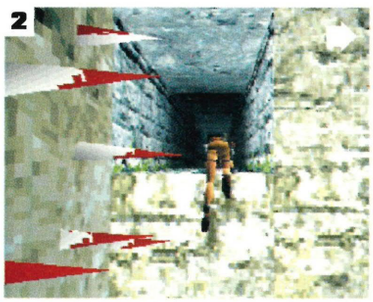
■ **Tiger: Kit-e-kat ain't gonna satisfy this feline's food craze. Lara's leg looks much tastier**



■ **Raven: This bugger'll peck yer eyes unless you shake his tail feathers. With the shotgun!**

Lara's lethal boulder dash

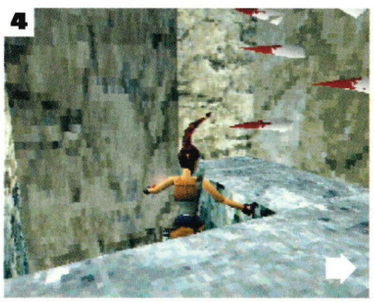
There's a lot of exploring to do in Tomb Raider 2, and solving puzzles takes up loads of Lara's time too. But there is no way this game is dull. Nope, Tomb Raider 2's got more action than a cheap brothel. Yeah, even more gun-firin' frolics than the first one. Don't believe us? Check this out then...







1 On the Great Wall of China, the leggy brunette's life is threatened when she's chased by boulders 2 Dodging death, Lara's out of the frying pan and into the fire. Spiked walls! Closing fast! Argh! 3 Then more spikes threaten to perforate her body like teabag. Nasty 4 It ain't over yet. The floor collapses beneath Croft's feet 5 Lara's running out of time. Quick, dodge those blades... 6 And escape to safety on the death slide.



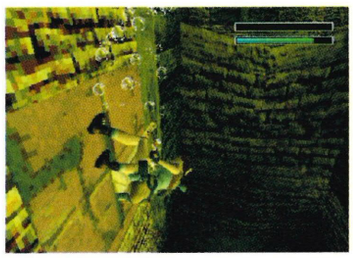




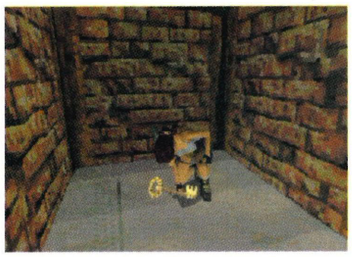
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Puzzles

You don't have to be a boffin to solve the puzzles in Tomb 2. There are no long equations or algebraic integers to work out, it's just a case of pulling the right lever at the right time. Yup, there are stacks of switches to push which open doors, start machinery, move platforms... pretty much anything. You'll have to use objects to get further in the game, but how you do it is entirely up to you.



■ Puzzles are simple: use lever, open door...



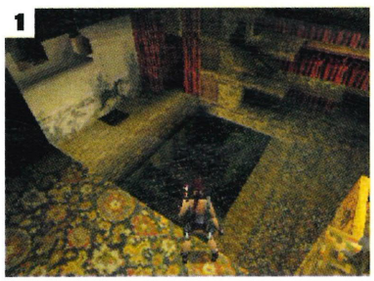
■ Use keys to access other bits of a level...



■ Or play around with objects to get machinery to work. It's easy when you know how

Size

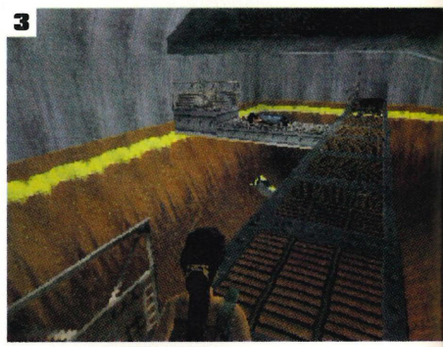
Lara's chest is big, but Tomb Raider 2 is absolutely e-bloody-normous. It's got 17 levels and each one is vast. It'll take hours to complete each location, and even longer if you wanna find all the secrets. Even the rooms are massive. There's a great feeling of depth so if you don't like heights, you won't like this.



1



2



3

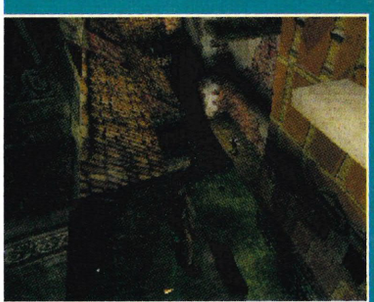


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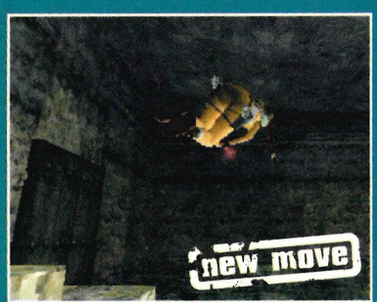
1 The fat lady sings? She's gonna have to be one big bird to fill this opera house 2 This oil rig docking bay's big enough to house a plane. Crikey! 3 Lara gets stuck inside one of Phil Mitchell's beer vats 4 Even Venice is a big place. Luckily Lara's fall is broken by the water

Moves

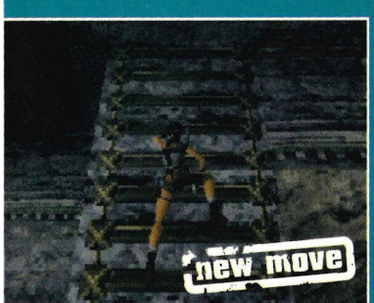
Lara's a nimble minx. Good job too, 'cos some of the jumps she has to pull off in Tomb Raider 2 are hard as nails. Croft defies gravity, in more ways than one. It's dead easy to do forward jumps, backflips, mid-air spins... Lara can do the lot, and you're gonna have to learn how to master each move to get through this rock 'ard arcade adventure.



■ Lara lives life on the edge. Walk to stop her from falling off



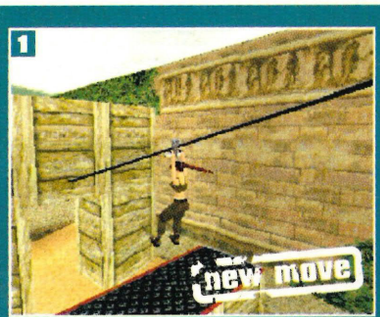
■ Nifty mid-air flip that's introduced for Tomb Raider 2. Well useful in combat



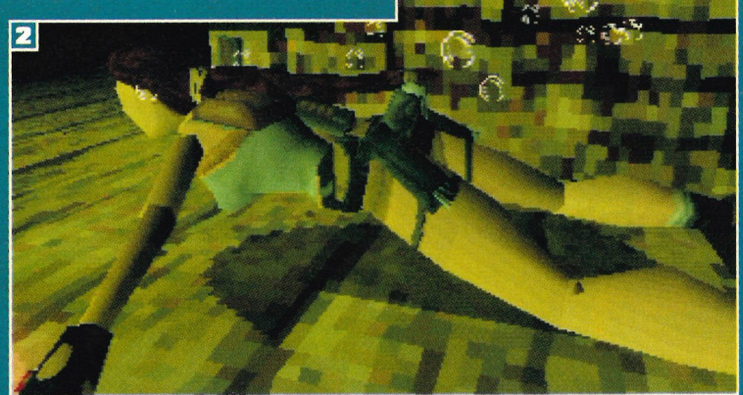
■ Reach greater heights by climbing straight up or shimmying to the side



■ Lara can now wade through water AND fire at the same time. Woah!



1



2

1 Hold on tight and take the ride of your life on the death slide. Perfect this move on the assault course, then use it on the Great Wall of China 2 Fancy a breast stroke, sir? Lovely Lara swims like a fish but farts like a trooper

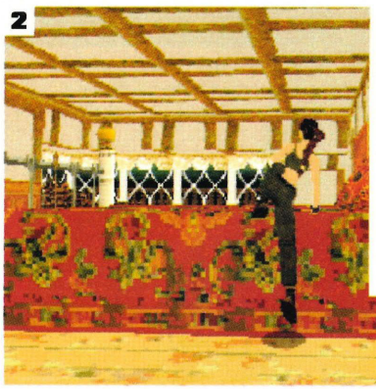
She lives in a house...

'Wanna come back to my place for a coffee?' It's every blokes dream and it'll come true when you get Tomb Raider 2. There's an assault course to practise moves and compete against your mates for the fastest time, plus there's an entire mansion to explore. Try exploring the maze and uncovering the secrets of Croft House.

1



2



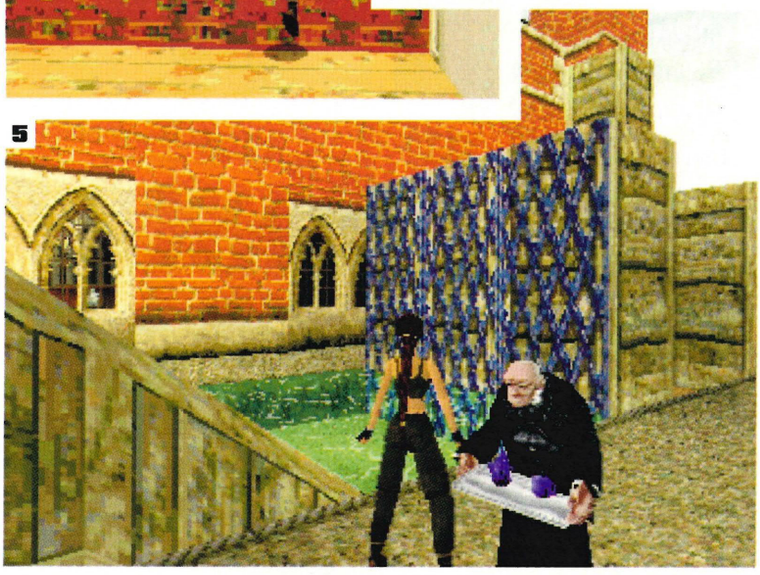
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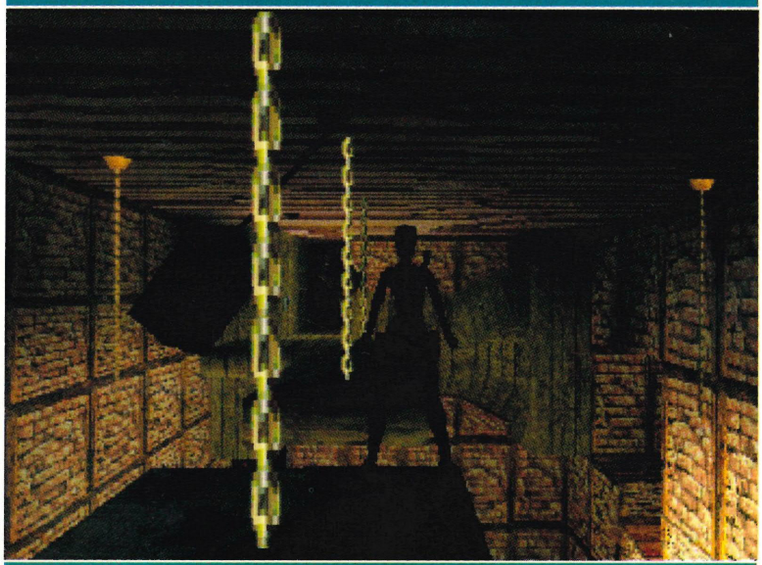


1 Reckon your tasty at Tomb Raider 2? Beat that time then 2 Ahh, heaven, or Lara's bedroom as it's known 3 A toilet without skid marks, and a bidet? This is one posh totty 4 Lara shows off her neatly trimmed bush 5 Play around on the assault course. The butler's got eagles eyes, so keep it clean

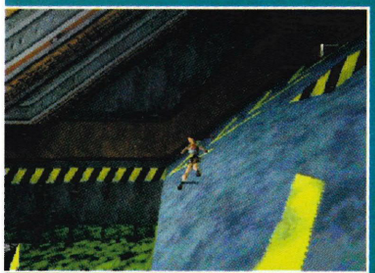


Camera

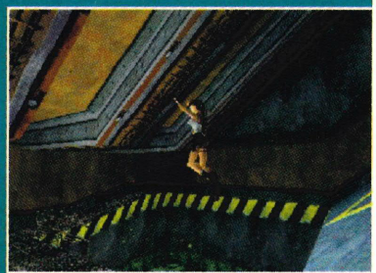
Tomb Raider 2 uses a camera system that follows Lara through each level. It automatically switches and moves around when the levels get tight and cramped, but sometimes has a few problems keeping up with the action.



■ **Most of the time the camera will give a great view of what's going on...**



■ **But sometimes it it goes all weird. Look, Lara's buggered off into the distance...**



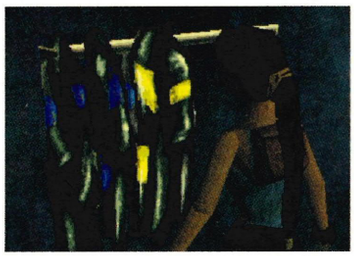
■ **Which makes it well 'ard to survive. Luckily Lara's look mode clears things up a bit**

»

The Works: Monster Tomb Raider 2 Review

Makin' movies

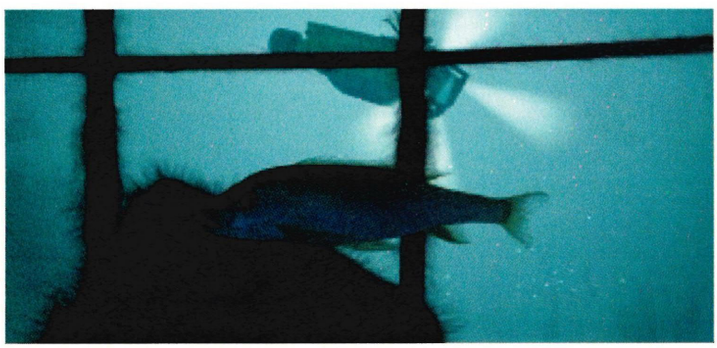
Feast yer eyes on the cool sequences between levels. They're a mix of tarted-up computer graphics and in-game visuals, and give Lara a few minute's rest before it's onto the next stage. They help carry the story as it unfolds too, they're not just pretty graphics. Honest.



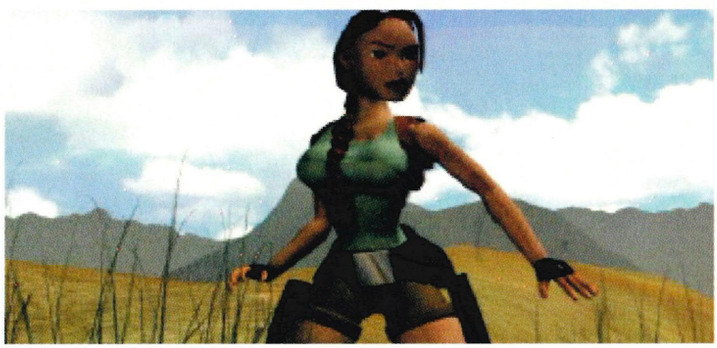
■ Lara shopping. Hang on, this is action-filled adventure, not the bloody shopping channel...



■ One of Tomb 2's story sequences where Lara proves she's bigger than ever before



■ The touched-up computer sequences look like something from a movie



■ Let's face it, this chick'd even look good in a woolly hat and waders

Secrets

The secrets in Tomb 2 are little statues which Lara must collect. There are three on each level, one gold, one silver and the other emerald, and get all 50 of 'em and you'll get a very nice surprise indeed.



■ A silver statue. Only another 40-odd to go to get the bonus

plus

We'd like to say...

So Tomb Raider 2 looks the same as the first one? At first glance maybe, but visually Tomb 2 is faster, more detailed and still has a great feeling of depth. But what really makes this game shine is the level design, story and locations.

It's the sort of game that's dead easy to pick up but much more difficult to put down, and because you can save the game at any point, you can play for as short or long as you want. Cool, huh?

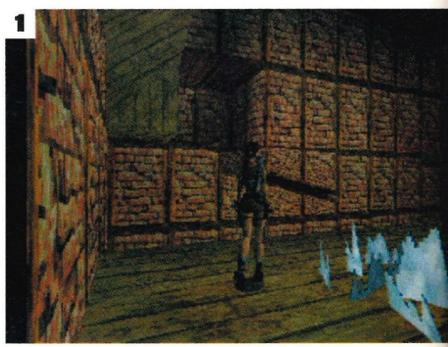
Obstacles

Bullets and bad guys aren't the only way that Lara could pop her clogs. Fall too far and she'll end up as pavement pizza. Yuck! She can't swim without coming up for air either. The wuss.

Man-made obstacles present the biggest danger, though. Swinging crates and sacks cane your energy bar if you accidentally bump into them, while shards of glass will tear Miss Croft in two if she walks too quickly. Hooks and giant-sized ventilation fans are lethal too, so stay frosty, foxy, the odds are against ya!



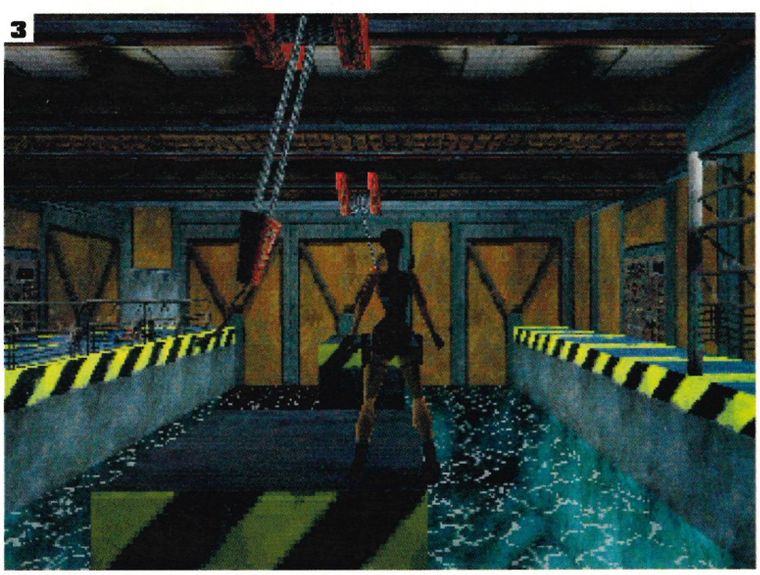
■ This is no box of delights, but holds the key to Lara's death. Stay away



1



2



3

1 Even litterbugs have got it in for Lara. Broken glass is lying around everywhere and it's bad news for this brunette's delicate tootsies. Walk slowly and you might just survive 2 Ever seen Die Hard? Get too close to the fan and you're dog meat, pal 3 Don't get hooked on this nasty bast, jump outta the way

winner Like Lara this is pretty much perfect in every way. It looks the business, it's got action to go and it's got bags of lasting appeal. Classic stuff. **Alex**

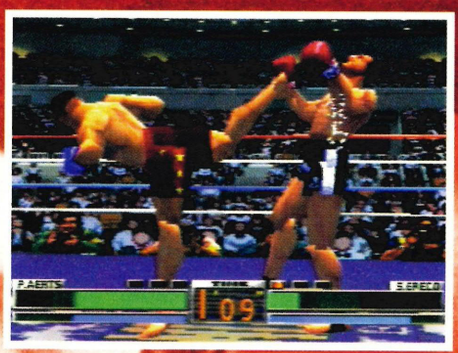
PlayStation plus RATED 95%

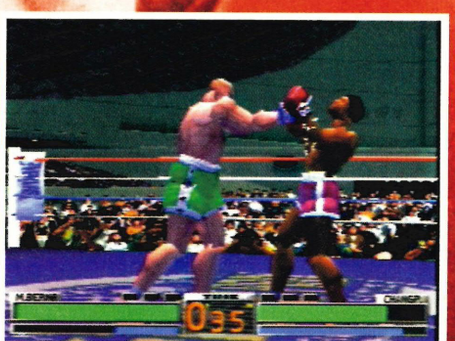
K-1

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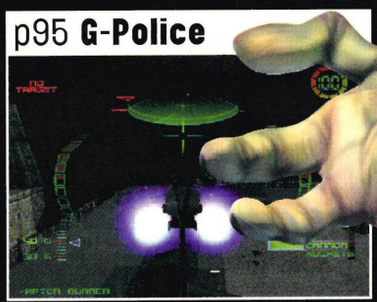
Torn apart this month...

p80 **Abe's Oddysee**



■ Rescue all 99 Mudokons with the help of the most comprehensive walkthrough anywhere ever

p95 **G-Police**



■ The basic skills you'll need for cops in copters success, plus the first part of our mission guide

p100 **Resident Evil**



■ We've read your letters asking for help. Here it is. A guide to the main sticking points

plus

p80 **Abe's Oddysee**
p95 **G-Police**
p100 **Resident Evil**
p101 **Your Q&As**
p106 **Q&A Envelope**

Abe's Oddysee Guide

Being a hard-headed hero ain't easy but chill out 'cos we're gonna show you how to get Abe the hell outta Rupture Farms and rescue all 99 of his banged-up buddies!

HOW TO USE THIS GUIDE

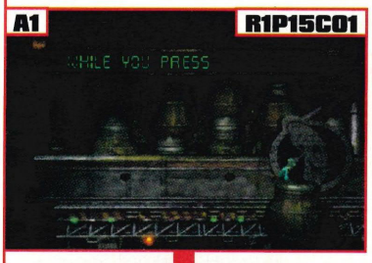
This guide tells you how to rescue every last Mudokon. Great, huh? But we're not gonna spoon feed you with the solution to every single puzzle. Nope, we want you to use your noodle, otherwise what's the point? To find out where the Mudos are, just check out the screen password at the top of each walk-through. It'll tell where to start and the rest is there in easy-to-swallow chunks. So c'mon, get rescuing!

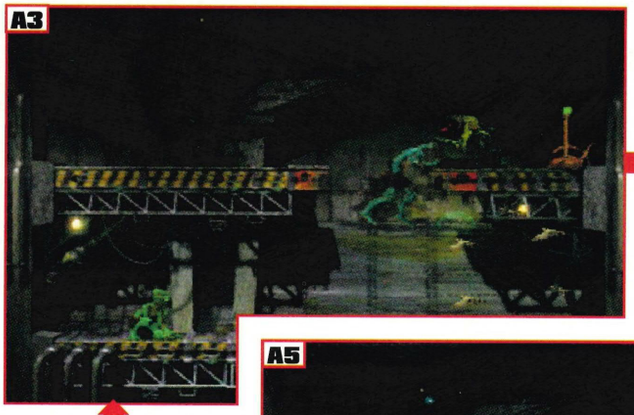
This little geezer is here to show you how many Mudokons you should have rescued at any one time.

Secret There are stacks of hidden bits in the game. You'll find the lot in this guide, and they're marked with this baby.

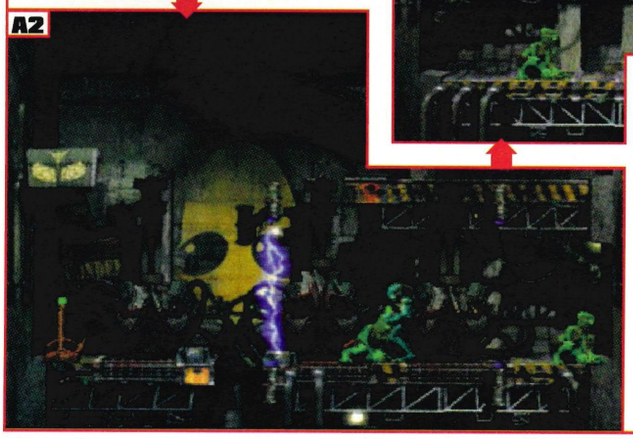
PRICE	£44.99
COMPANY	GT
REVIEWED	OCTOBER 1997
SCORE	91%
VERDICT	WEIRD BUT WELL COOL

RUPTURE FARMS







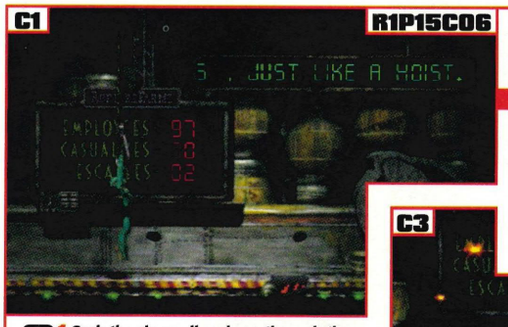




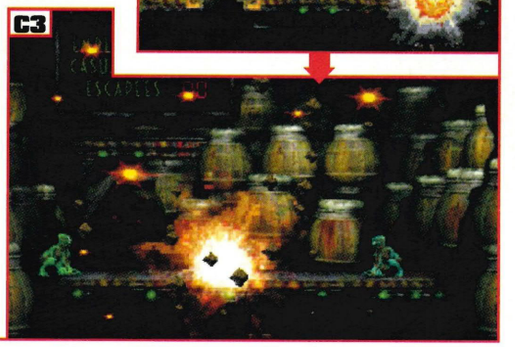
A1 Duck behind the barrel. Lower yourself down and pull lever to switch off barriers. Dash under meat saw and drop down to the next screen **2** Sneak up to the edge, fall off and when the Slig wakes up, climb up to where he was sleeping **3** Yank the lever to get rid of 'im, then climb back up. Say 'hi' to the guy on the right, get him to follow you to the left. Time it right, otherwise he's dead **4** When he's gone, pull the left lever to switch on the electric door, Get the other slave to walk under the first saw, then wait before he wanders into the next. Push the switch to kill the laser gate, then get the last Mudokon outta there **5** Zip under the saw to the three Mudos, then chant to to set them free



B1 Possess the Slig at the bottom by chanting. Now you're tooled up, push the lever on the left to switch off the electric gate **2** Leg it right until you reach a sleeping Slig. Wake him up with a coupla rounds in the bonce and then slip back to Abe, killing the host at the same time. Get the two Mudokons to follow Abe to the platform, go down and chant to open the portal to set 'em free







C1 Grab the ring pull and run through the trap door on the floor **2** Take a grenade and chuck it through the gap to nuke the sleeping Slig. Pick up another grenade and drop down through the gap. Jump off the ledge, over the mine **3** Destroy the mine by throwing the grenade at it. The bird portal buggers off: get it back by climbing out of the room, then back in. Chant to free the lone Mudokon





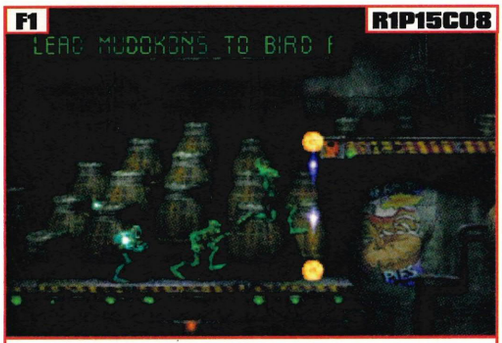


D1 Climb down through the barrel, jump across the gap and pick up the grenade **2** Chuck it at the security 'bot to blow it up. Possess a Slig, who'll be bagged by the other one. Take over the remaining bad guy and walk off the edge **3** Don't hang around,turn and shoot the guard! Get rid of the Slig shell and return to Abe's bod. Grab a grenade and go down. Stand on the right and throw the bomb high to nuke the robot. Exit and return, then chant to free the two meatpop slaves



E1 You need a grenade from the secret area. Throw it down at the land mines to clear a path, then take another bomb to get rid of the remaining explosive. Climb down behind the barrel to the secret bit **2** Go to the bottom of the screen and roll under the meat saw; pull the lever. Back to the dome-headed slaves and get 'em through the meat saws. Timing is essential: get them next to the saw, then call 'em through just as the saw comes down. With both slaves waiting at the bottom, hit the switch to slow the saw down and again, guide both Mudokons past. Chant to free them

F1 R1P15C08



F1 These two Mudokons are dead easy to rescue Get each of 'em to follow Abe, then open the portal on the right

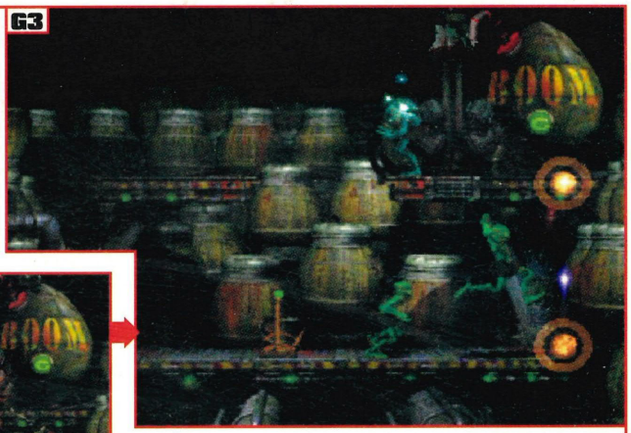
G1 R1P16C03



G2

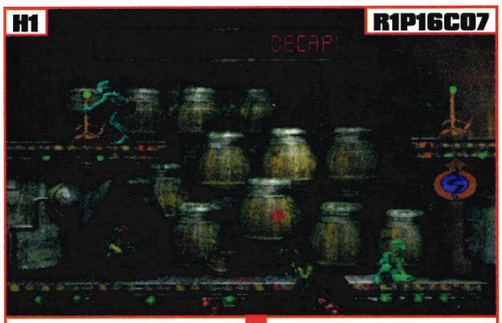


G3



G1 Fall through the trap door. Sneak off the ledge into cover. When the Slig's back's turned, drop off the right ledge. **2** Take a grenade and do a running jump to the left ledge. Chuck it right to kill the droid, then possess a Slig! Run him into the landmine and, back as Abe, take a bomb and go back up to the shadows **3** Sneak to the top and throw the bomb to kill the Slig on the left. Drop down and lead the Mudokon to the bottom

H1 R1P16C07



H2



H1 Get rid of the first Slig by dropping it through the trap door. Take over the next guy and run 'im into the laser gate off to the left **2** Switch off the barrier with the right lever, then free the Mudokon using the portal on the screen to the left. Make sure the bomb's deactivated first though!

I1 R1P18C01

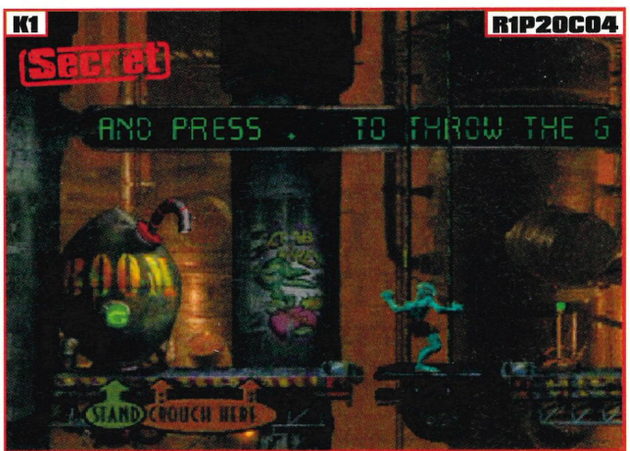


I2



I1 Kill the meat saw by pulling the switch. Run off to the left and get the scrubbing slave to follow you to the right **2** With both meatpops hanging around, open the portal the freedom

K1 R1P20C04



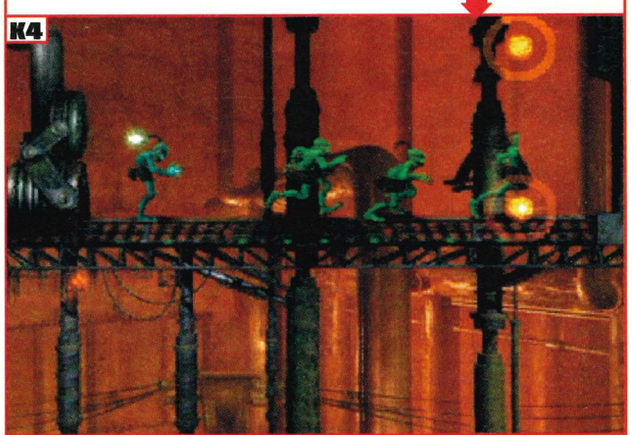
K2



K3



K4



K1 Bomb the Slig off to the right with a grenade chucked from the pulley platform. If he's on the ground, the bomb should bag 'im. Pick up another grenade and go right to the top **2** Throw the grenade high to the right and it should land next to the sleeping Slig below. Bingo! Walk off the ledge, land and go through the secret door. This bit's tough **3** Jump over the gap when the meat saw's up. Easy enough, but now you've got to roll under the next two blades while the trap doors are closed. It's best to wait 'til both saws are in sync **4** On the next screen, chant to free the last three Mudos

J1 R1P18C02



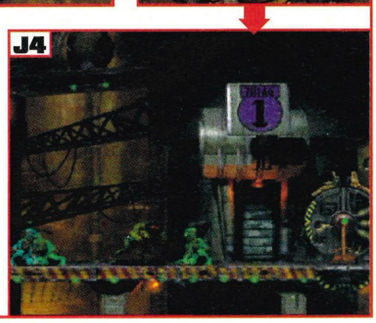
J2



J3



J4



J1 Clear the way by taking over the lone Slig by the meat saw and running along all the way to the right, bagging the two guards as you go **2** Back as Abe, leg it right, picking up the Mudokon hiding in the shadows, and stop just before you get to the two meat saws **3** Get the slave to stop as Abe ducks under the blades. Yank the lever and call slaveboy through. Pull the lever again and do the the same for all three Mudos **4** Off to the right, pick another two slaves (there's one in the shadows), go right open the portal

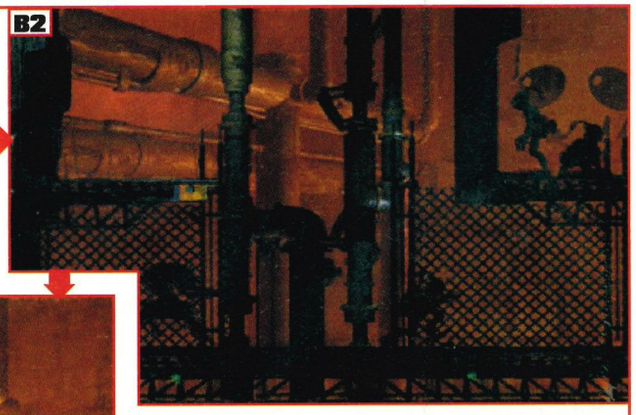
28

STOCKYARDS ESCAPE



A 1 Easy-peasy. In the shadows there's a Mudokon. See him, over on the left? Chant to open the portal and free the little bugger. Watch out for that Scrab though.

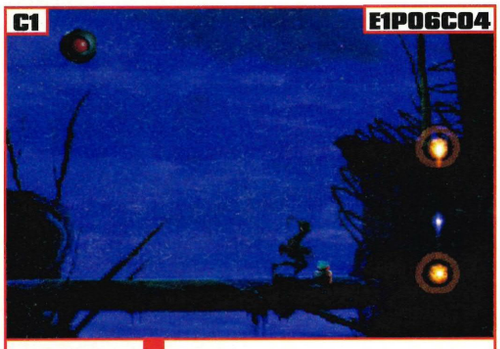




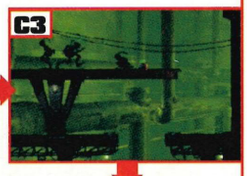




B 1 You get to this bit by nipping through the door in the shadows. Run along the back and then jump through the bird portal. Activate the portal at the bottom 2 Now jump off the ledge and get the Scrab to follow Abe back to the left. Quick! Climb up otherwise you're dogmeat, pal 3 Get one of the Mudokons to follow Abe then, when the Scrabs underneath Abe's ledge, run like crazy! That's it, keep going, over the jumps and up onto the ledge on the far right 4 Chant and one guy's free. Dash back to the starting point and do the same for the other guy





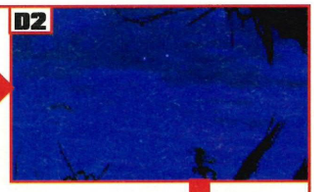


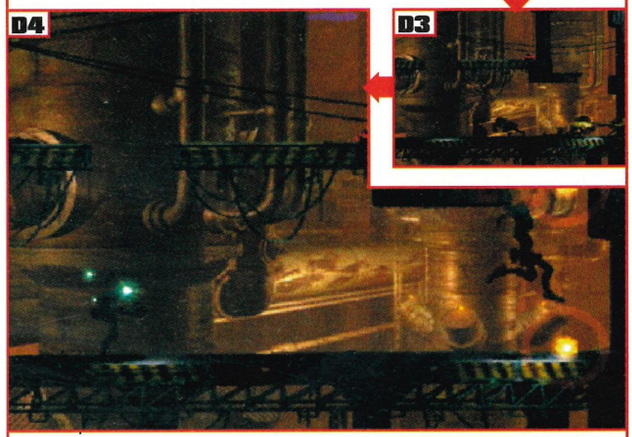


C 1 Chant to open the bird portal on the right. As soon as you appear, jump and hang onto the ledge, out of sight 2 When the Slig turns his back, sneak up and follow him. On the next screen, quietly tip-toe past and jump off the ledge and cling to the right platform. again, wait for both Slig shites to wander and pull yourself up to the top walkway 3 Get the Mudokons to follow Abe to the far left of the screen (one at a time, of course. Nip back down outta sight after the first one, then go back up for another go) 4 Activate the bomb by hitting and hide down the bottom. One bombed bad guy later and Abe and clamber up to the top and free the bug-eyed bros

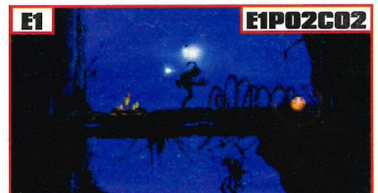


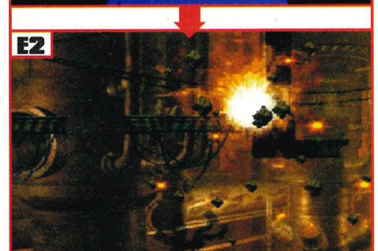






D 1 Leg it off the ledge and grab the bottom left platform. Watch out for the bats, then drop off to the pillar below. Quickly jump to the right, out of the Slig's gunsight and hang onto the walkway. Wait for the Slig to bugger off then hide in the shadows on the right 2 As soon as Greenie comes a callin', nip past him, onto the next screen and up to the platform. Wait for blokey to disappear, follow him to the left and then quickly run back to the right. With Slig in tow, chant to open the portal and duck inside before bad guy shoots his load 3 See that Slig above ya? Take 'im over. Run off the ledge and down to the next bit. There are two Sligs battering a coupla Mudokons. Take 'em out but be careful: one stray round and a fellow slave is scratched from the escape list.Once you've cleared the way, exit Slig boy and get back as Abe 4 Lower yourself down from the ledge and free the two wide-eyed slaves. Leave the remaining Mudokon – you'll be back for him in a sec – and escape through the bird portal on the bottom left



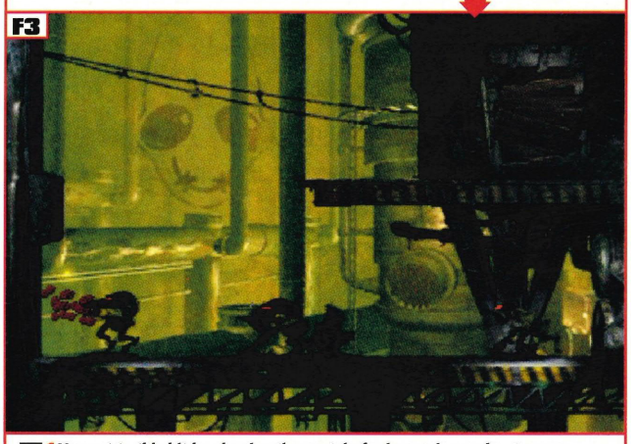




E 1 This portal takes you back to the previous area. Y'know, the one where you saved the two slaves? Climb all the way over the platform and run down to the bottom, directly beneath the land mine 2 Lob the rock up (press circle and hold in the opposite direction you're facing) and the bomb will blow 3 Now all you've gotta do is get both slaves down the bottom and outta the portal

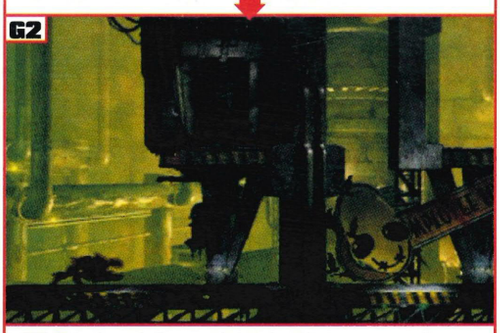






F 1 You get to this bit by clearing the portal of mines using rocks. Anyway, through the gate. When Abe appears, run like crazy! There's two Sligs on his tail and the only way out it to roll into the pipe 2 Watch out for the mines on the other side. When blokey turns his back, jump over the mines until you can safely climb up to the ledge above. Leap right into the pipe, dodging ol' Sliggy's bullets 3 Take over some bad guys, then run left and shoot the other two guards. Get rid of the borrowed body and run left. Open the portal and bonehead's outta here





G 1 Go through the portal. See that Slog? Run away! Keep on goin' 'til you get the chance to haul your ass away from its sharp teeth 2 Through the door and chant to free the scrubber. Run left, open Abe's escape route and retread yer steps outta this hell-hole

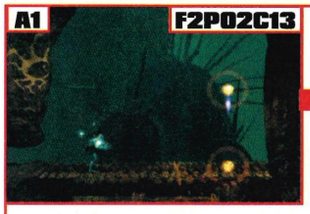


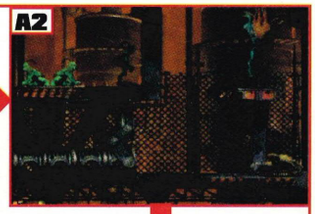


H 1 There's another secret bit by the camp fire. Roll to the left and hey presto, you're there! OK, chuck some rocks to get rid of the mines. If you're lucky the Slog'll chase the stone and boom! he's dead. Open the portal and jump in 2 You're back at Rupture Farms. Go right and carefully climb the left ledge. Open sesame to wave goodbye to the scrubbing slave

40

PARAMONIA TEMPLE



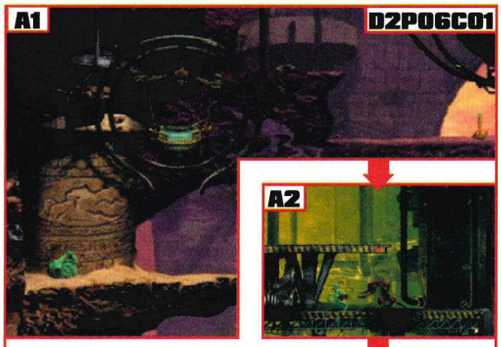


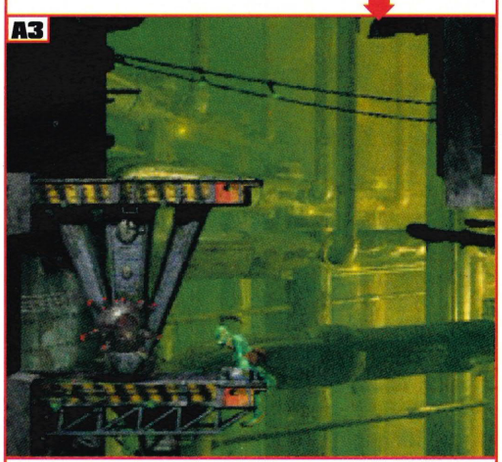


A 1 This bit is accessed by jumping through the portal which is found in room 5. Run right and duck into tunnel 2 Jump up on that ledge to avoid the Paramite claws. Say 'hi' to one of those three Mudos, get him to follow you then jump directly up. This will release a chunk of meat, allowing you to roll off the ledge, through the pipe and on to the next screen 3 Quickly chant to free the Mudo, then nip back and do the same for the other two slaves

43

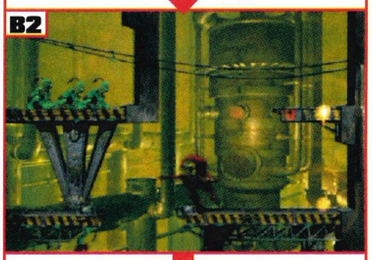
SCRABANIAN TEMPLE





A 1 Get to this portal in door 7, next to the flintlock torch. Through the portal, get the scrubber off to the left and then make him wait. Turn back to where the Scrab was waitin' 2 Drop off the ledge when the Scrab's all the way over on the right, and run left to duck into the tunnel. You'll fall out the other side. Climb that platform and get away from those razor-sharp fangs 3 Shimmy up the left rock but hang there for the time being. Now when the bombs just gone past, clamber up and out of its way. Free the meatpop



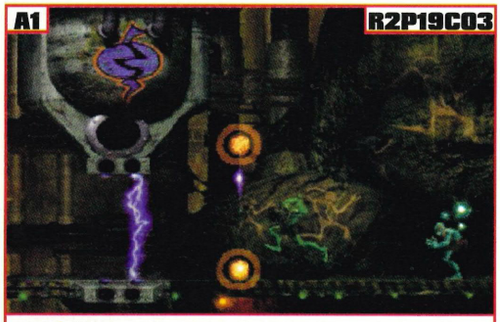




B 1 Another secret bit, this time through the eighth door. Make your way to the sound stone, get rid of the Scrab and then go down and through the portal 2 Get one of the Mudokons to follow Abe and then run and jump to hang from the left hand side of the gap. When the Scrab leaps over, crawl up, run left and jump up on the ledge 3 Open the portal and he's free. Do the same for the other geezas and you're sorted

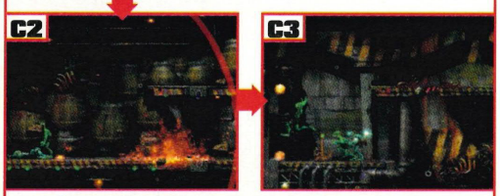
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ZULAG 1



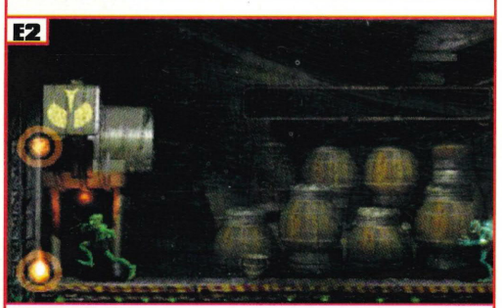
A1 This is a cinch. Get bonehead to follow and release him on the next screen



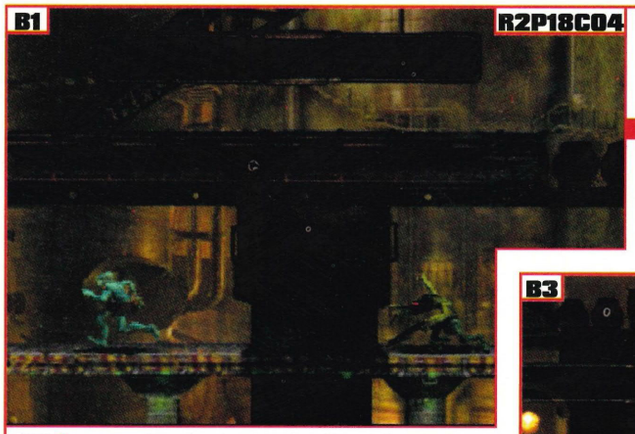


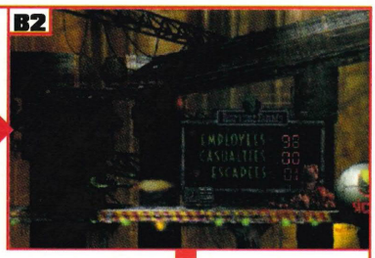
C1 Use the Spirit Ring to bag this baddy. Now jump over to the ledge, climb up and left. Possess that Sligguy and walk him off the ledge to the left **2** Back as Abe, get the other Mudo to wait over to the left, get the Spirit Ring power and blast that mine. Get blokey to follow you once again, but make him wait on the left of the trap door **3** Nip down, pull the lever. Now get him down and release both good guys at the same time. Yeah! Now you've got Shrykull power!





E1 Dead easy, this. Take over one of the two Sligs, then walk left. You've gotta take out the three Sligs by walking past the Mudokons and letting rip **2** Do that on the next screen too, get rid of the Slig and chant to free them suckas







B1 Run away from the Slog, past the Slig and climb up the ledge next to the meat saw. Don't churn that bad guy, take him over. Shoot the Slig on the right and keep on goin' under the meat saws. Let rip at the Slig kennel **2** That's it, unload that clip on these suckas, then get back as Abe. Walk left and you'll have an easy time freeing this guy **3** Now go back and rescue the three Mudokons. Yup, the scrubber, the one by the Zulag door and the one between the meat saws. Free them all here



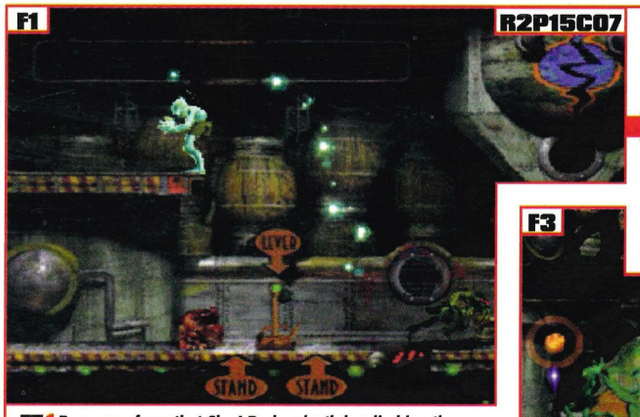




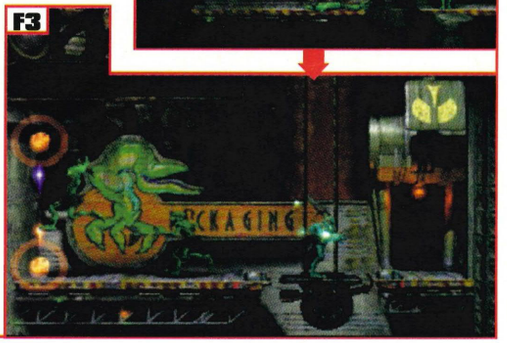




D1 Dodge the Slig by climbing up to the ledge as he drops off. Take 'im over and blow his bod to bits. Yank the lever and duck down into the secret area **2** Quickly sneak into the shadows. Creep off to the left and down to the right. Wait for the Sligs to turn their backs though. Take a grenade and sneak back up **3** Wait in the shadows and nuke that bast when he's over on the left. Possess the geeza at the top and take him down to the grenade screen **4** Run off the ledge, turn around and bag that Slig! That's it, shoot the crap outta that sucka! Now look left and do the same to the other guy. When both baddies have been bagged, dump the Slig **5** Clear the Mudokons away from the landmines and blow it up with the grenade. Now the path's all clear, free them three slaves





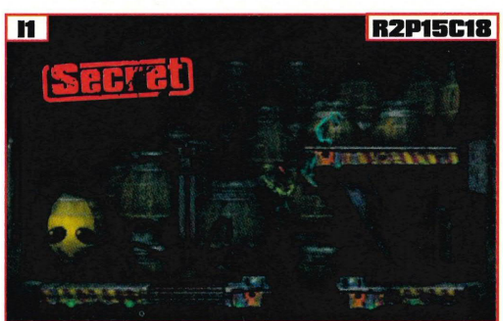


F1 Run away from that Slog! Dodge death by climbing the ledge and taking over the baddy. Call the Slog over and walk left **2** Carefully snipe them other Sligs. Run all the way right and kick doggy ass **3** Back as Abe, take the two guys to the platform and go down. Open the portal and they've gone



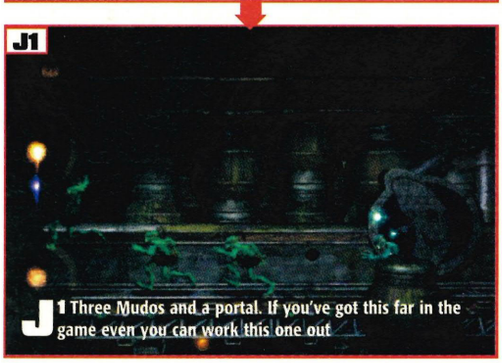


G1 Yank the ring pull and dive into that hole. Now take over a Slig. Quick bag the other one! **2** Take 'im down and shoot the other two Sligs, then get back to Abe. Get all the Mudos together and release them through the portal





I1 You've been to this secret area before. Remember the screen full of mines? Run left, turn and jump and cling to the same ledge as the Slig. When he falls, climb up. Possess the bugger and take him down to the next screen **2** Frag the two guards and dispense with your body suit, then send Abe down to free the scrubbers



J1 Three Mudos and a portal. If you've got this far in the game even you can work this one out

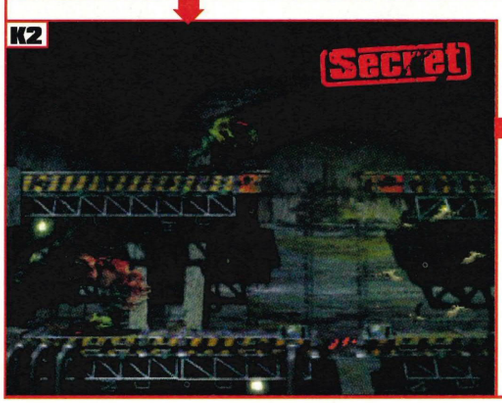


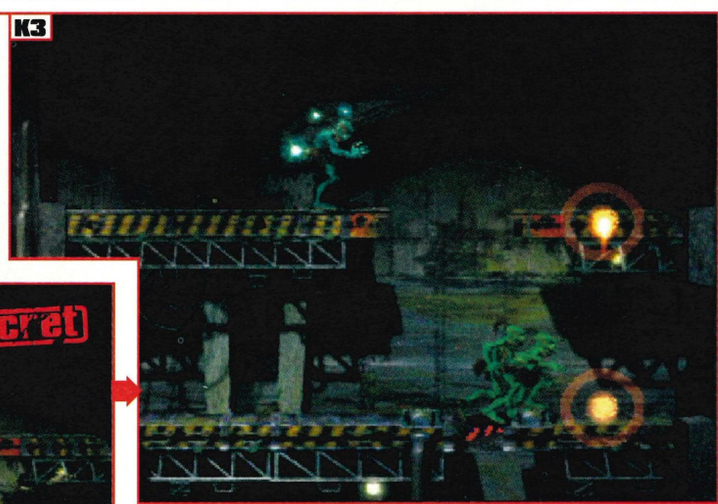




H1 Remember ducking down behind this barrel? Take over Sliggy boy, walk him to the edge of the platform and face left **2** Now fire. The Slig'll fall off the ledge. Does that feel good? Now drop down and bag the bad guy waiting at the bottom. When you're eventually taken out by the other guards, get a handful of grenades and toss 'em down the hole **3** Open the portal at the bottom and set free those two Mudokons







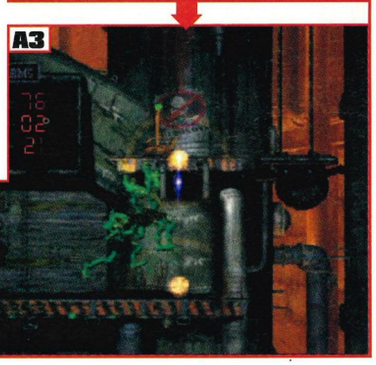
K1 Duck behind the barrel and take over that Slig. Now quick, follow that Slog! **2** Set the Slog on the other guard by shouting 'Get 'im!', then drop down and pop a cap in the dog's ass. As Abe, convince these two guys to go through the portal **3** Now all you've gotta do is go all the way back to the entrance of Zulag 2. Phew!



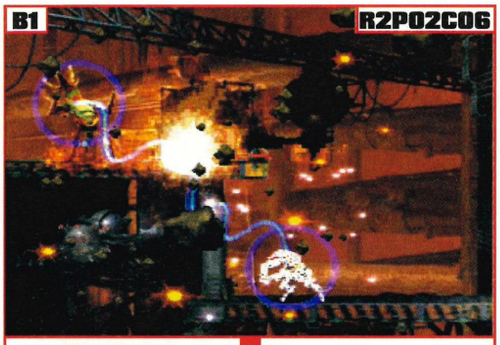
ZULAG 2

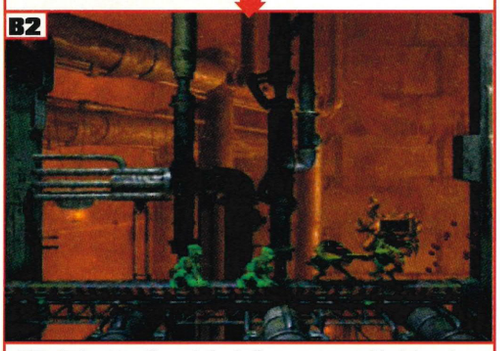






A1 Take the top left entrance into the first bit of Zulag. Run all the way right and leap up to the platform. Yank the lever and quickly run back to the left **2** Stay under the ledge and when Sligsy boy drops down, climb up past him **3** Take him over and open the voice lock to the left. Bag the guard who pops into view and then get outta that body – these Sligs stink! Round up all three Mudokons and shove 'em through the portal on the right. Shrykull power's yours!





B1 Whoa! You'll need Shrykull power to get rid of the mines here! When the screen's cleared, walk to the edge of the platform and possess blokey down the bottom **2** Run right, past the Mudokons and bag the baddy. Slip from the Slig and free the two slaves as Abe



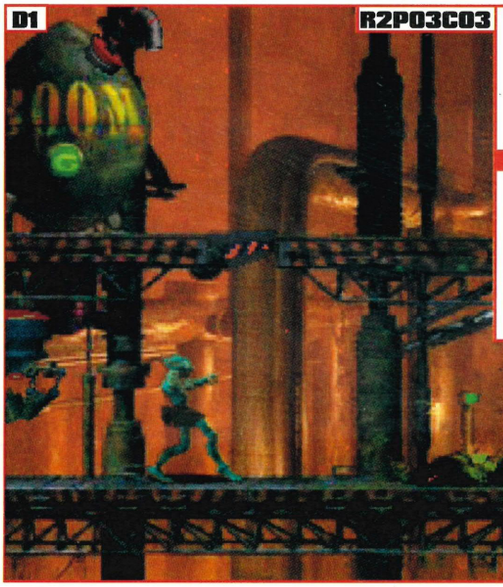


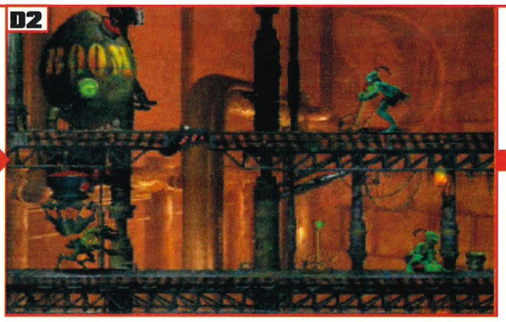


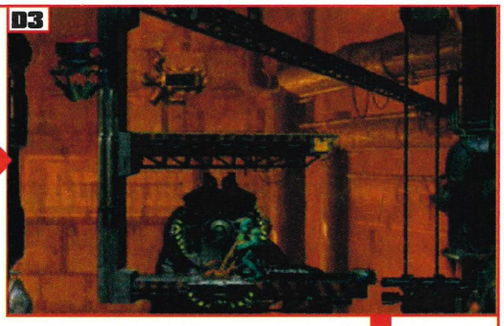


C1 Run away from that Slog and clamber up onto the ledge before the Slig gets yer ass. Take over the guard and go right with Slog in tow. See that guy over there? **2** Send the Slog to get 'im! Now call the little pooch back and put a bullet in its head. Forget animal cruelty in this game Abe, it's either you or him **3** Back as dome bonce, go through the pipe and keep going right. Sneak right and climb up the ledge **4** Wake up the sleepin' Slig and run like crap to the left. Back through the pipe and up to the platform above. Possess the Slig and go right **5** Keep on firin' to bag all them psycho doggies. Exit the alien and free the Mudokons through the portal











D1 Run right and leap over the mines. Sneak past the sleeping Slig and climb up the ledge **2** Over to the left, stand next to the lever and throw a bomb so it rolls onto the trap door. Now quick, pull the switch so the grenade falls through the hole and nukes the fella at the bottom **3** Take some grenades and yank the lever at the bottom. Step on the lift. At the top, sneak up to the top ledge and carefully chuck a grenade down below. Yeah, now Abe's free to pull that stick **4** All our big-eyed hero has to do now is clear the landmines at the bottom using grenades and free them bros

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Instant Expert

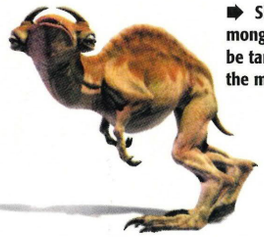


➡ Paramites hang from webs, so watch out for attacks from above

➡ Get in close to a Scrab and you're dead meat. Run away, Abe!



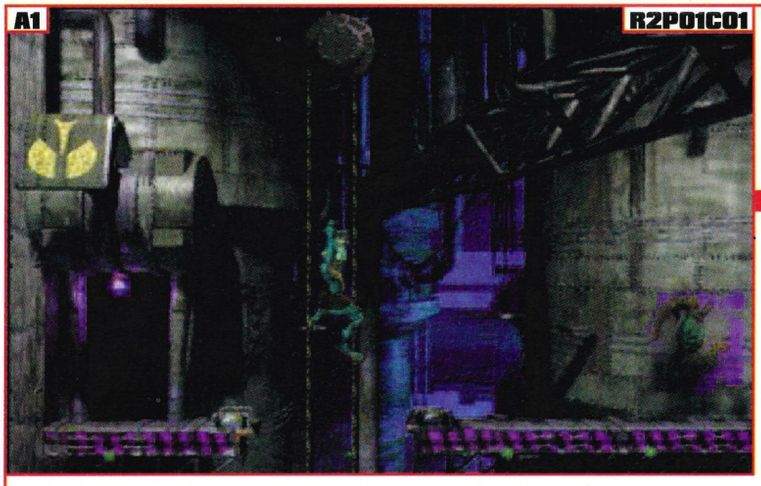
➡ The cutesy Elum. Ring its bell and the sturdy mount's yours



➡ Slogs. Lethal mongos who can be tamed – with the machine gun!



ZULAG 3

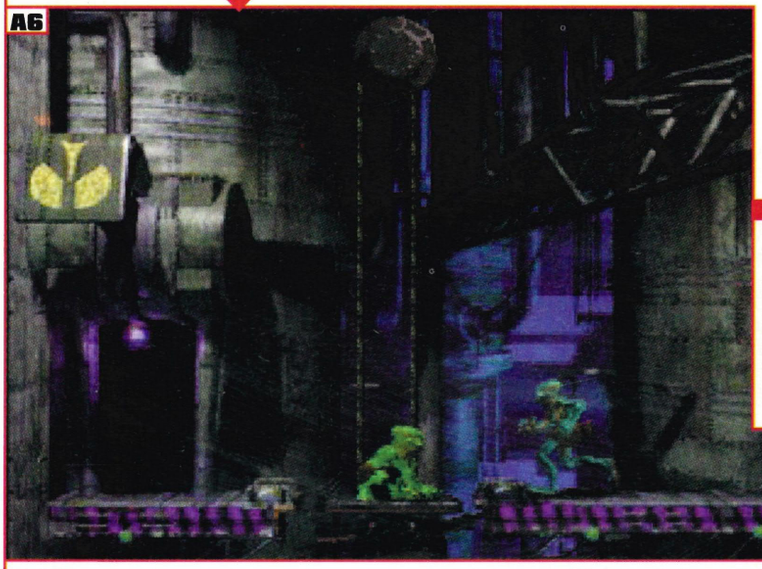




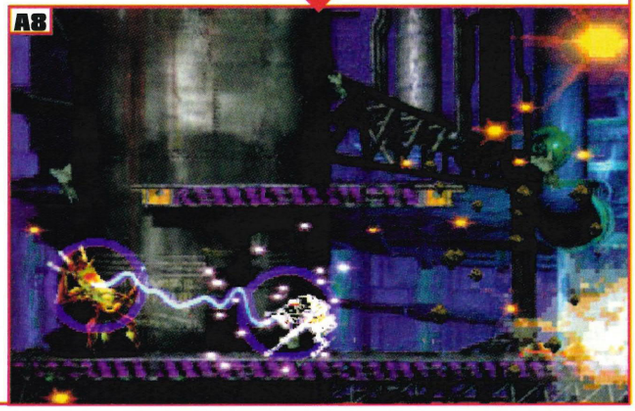






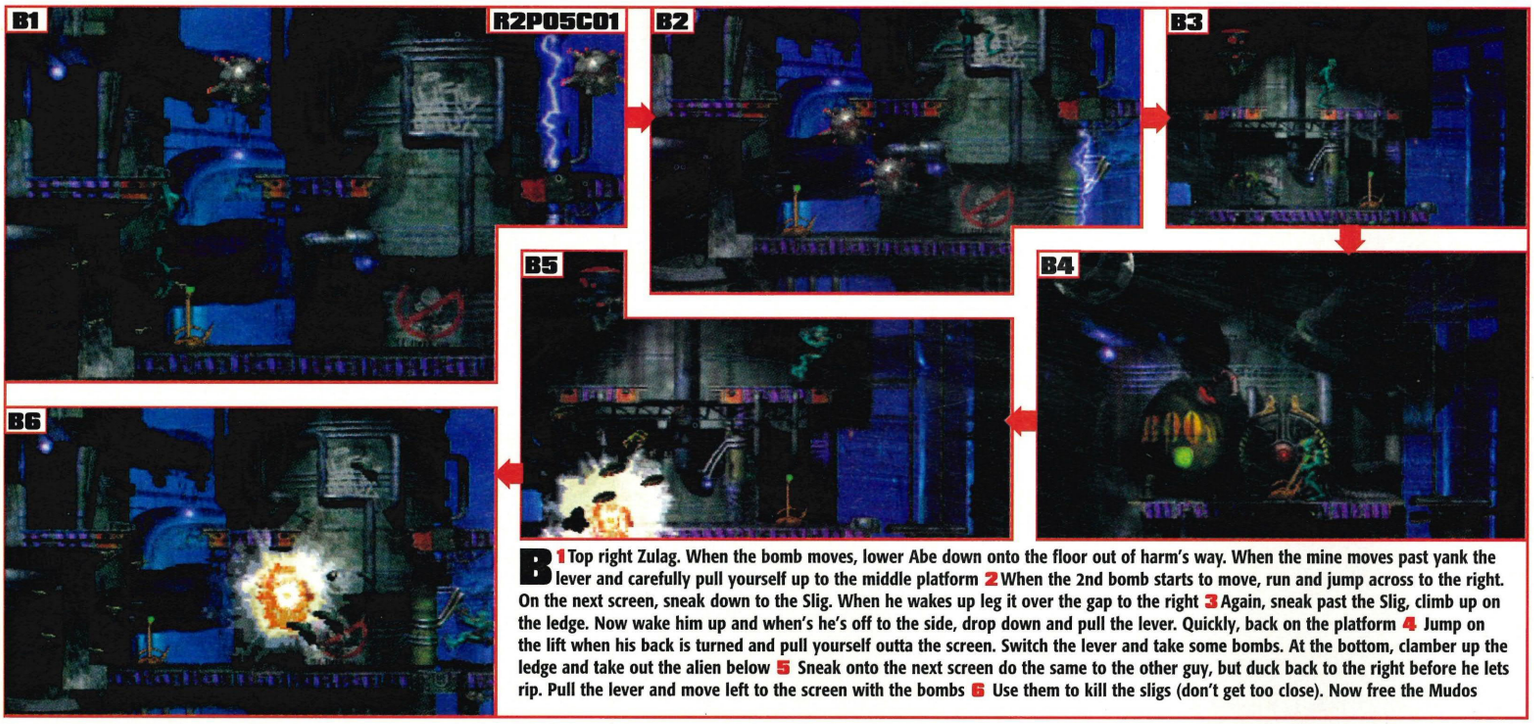




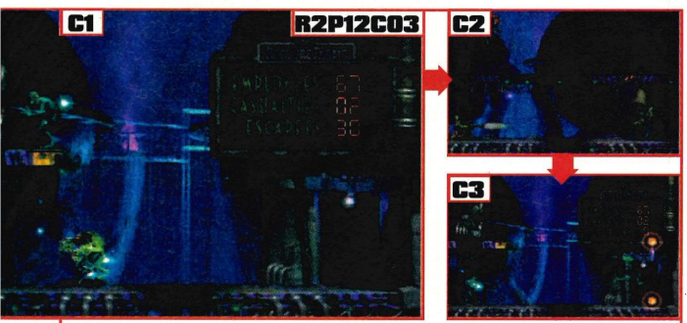


A **1** Jump over the gap and run past the guard. Jump on the ledge ASAP, before those bullets puncture your bonce **2** When dog-breath wanders off screen, nip down and press that green button. Dodge back on the ledge before he comes back, then drop down and pick up the bombs. Wipe out the Sliggy with those explosives **3** Off to the right, use your grenades to take out the security orbs, then possess the Slig and get 'im to pull the lever **4** With the electric field knocked out, climb down past the Mudokon and off the bottom of the screen. Jump from the top left over to the right, then back to the bottom left **5** Go left and possess the two Sligs, the bin 'em straight away. Left again and over the hole to pull the lever. This lowers a lift – with a Slig on it! Run, back to the previous screen and up to the ledge **6** Take him over, get all three Mudos on the lift and go up. Don't open the portal yet. Instead pull the lever then go up on the elevator again, to rescue that last slave on the far right **7** When they're all next to the portal, open it. Shrykull power's yours, Abe! **8** Back to the bottom, jump across the gap where the meat sacks are flying past. Use Abe's super powers to wipe out the mines and open the portal to free those two meatpops

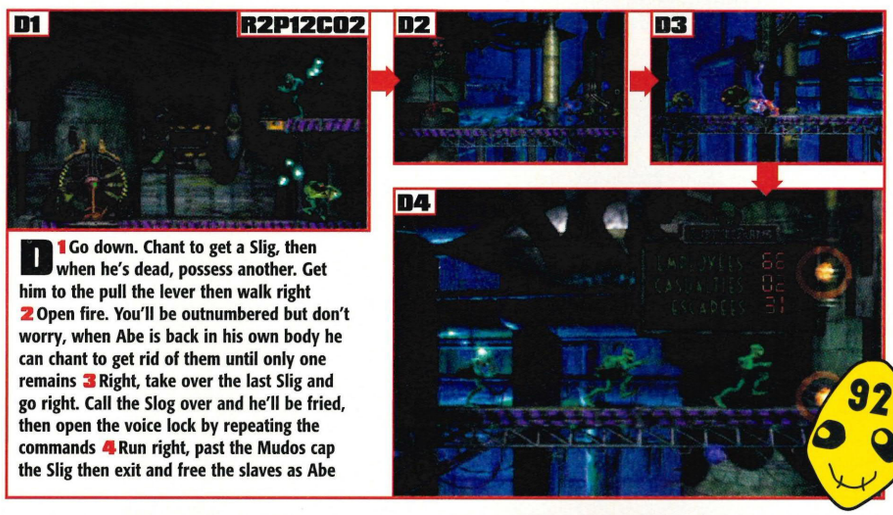
Instant Expert



B1 Top right Zulag. When the bomb moves, lower Abe down onto the floor out of harm's way. When the mine moves past yank the lever and carefully pull yourself up to the middle platform **2** When the 2nd bomb starts to move, run and jump across to the right. On the next screen, sneak down to the Slig. When he wakes up leg it over the gap to the right **3** Again, sneak past the Slig, climb up on the ledge. Now wake him up and when's he's off to the side, drop down and pull the lever. Quickly, back on the platform **4** Jump on the lift when his back is turned and pull yourself outta the screen. Switch the lever and take some bombs. At the bottom, clamber up the ledge and take out the alien below **5** Sneak onto the next screen do the same to the other guy, but duck back to the right before he lets rip. Pull the lever and move left to the screen with the bombs **6** Use them to kill the sligs (don't get too close). Now free the Mudos



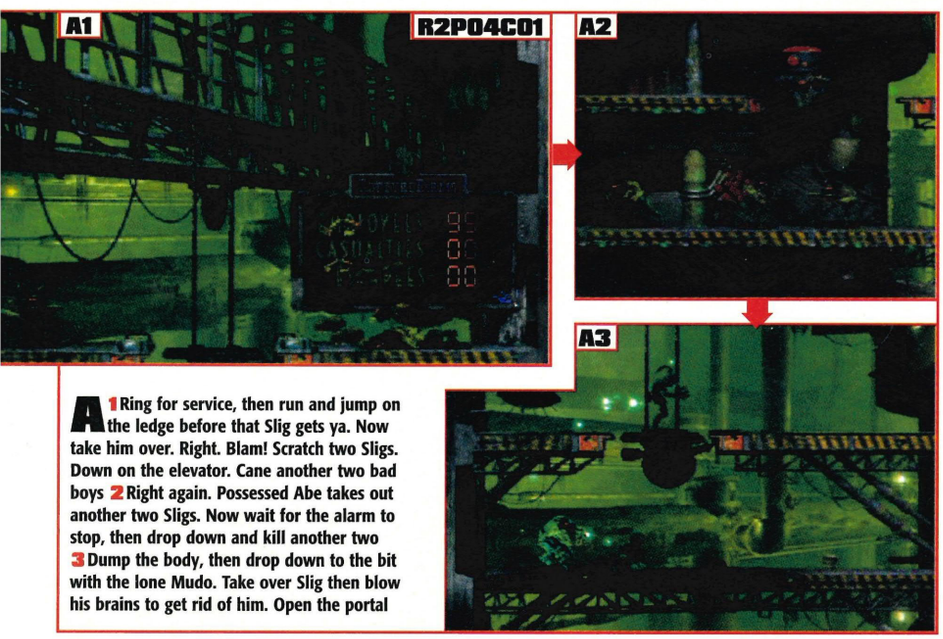
C1 Keep running. That's it, all the way right. Now stop! Sneak when this Slig's around and climb up to the left platform. Take the bad guy over and go left to the lever **2** Pull it to open the trap door above. Let those three Sligs down one by one, cappin' their asses when they fall. Bin the body and back as Abe, go left and persuade the Mudo to wait over the trap door **3** Back at the bottom, Abe should yank the switch, the scrubber will fall through and can then be rescued through the portal on the right



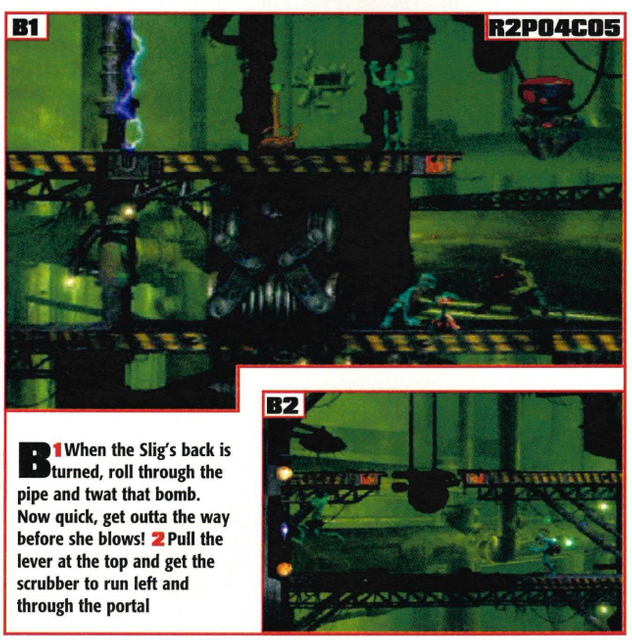
D1 Go down. Chant to get a Slig, then when he's dead, possess another. Get him to the pull the lever then walk right **2** Open fire. You'll be outnumbered but don't worry, when Abe is back in his own body he can chant to get rid of them until only one remains **3** Right, take over the last Slig and go right. Call the Slog over and he'll be fried, then open the voice lock by repeating the commands **4** Run right, past the Mudos cap the Slig then exit and free the slaves as Abe

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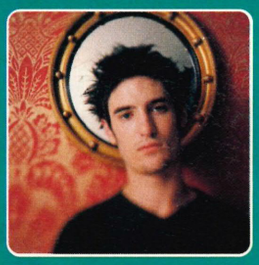
ZULAG 4



A1 Ring for service, then run and jump on the ledge before that Slig gets ya. Now take him over. Right. Blam! Scratch two Sligs. Down on the elevator. Cane another two bad boys **2** Right again. Possessed Abe takes out another two Sligs. Now wait for the alarm to stop, then drop down and kill another two **3** Dump the body, then drop down to the bit with the lone Mudo. Take over Slig then blow his brains to get rid of him. Open the portal



B1 When the Slig's back is turned, roll through the pipe and twat that bomb. Now quick, get outta the way before she blows! **2** Pull the lever at the top and get the scrubber to run left and through the portal



immaculate selection



Actua Soccer 2

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V Rally

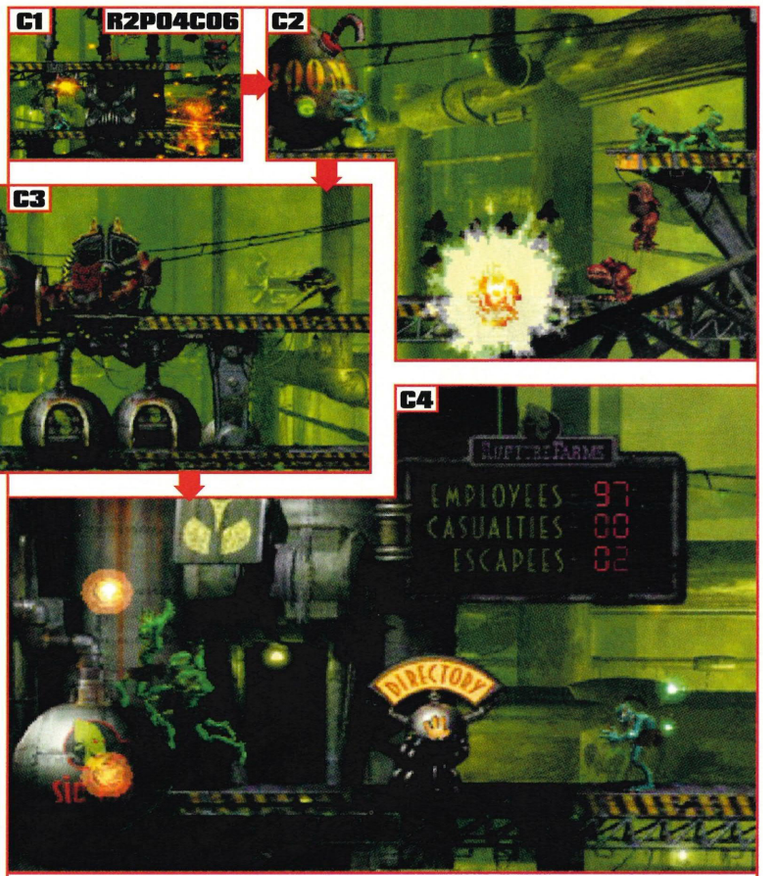
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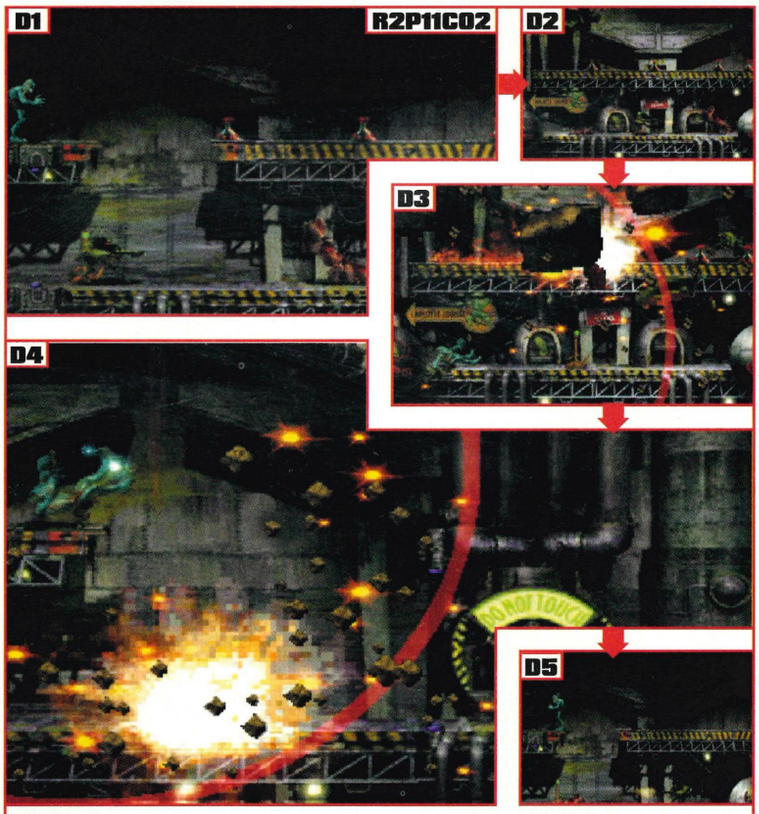
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Virgin MEGASTORES beyond entertainment

Instant Expert



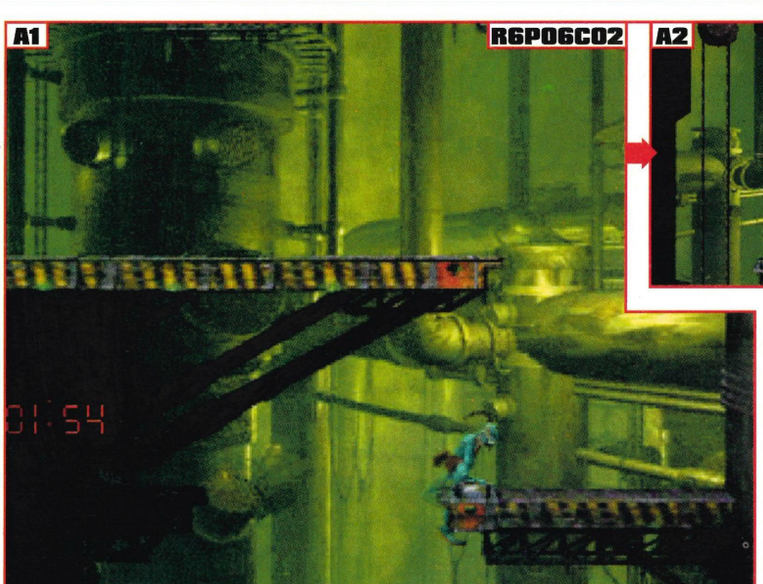
C1 Hit that green button. Nip back and hide on the ledge on the left for a bit, then run back and get 'em. Now blow that Slig to hell from the platform you were just hiding on **2** Now into the Slog kennels. Run like hell, all the way right until Abe can climb up onto a ledge. Nip back over to the grenade machine and get rid of them mutts **3** Possess the Slig off to the left and let's take out some Slog by the kennels. Keep firin', short controlled bursts so the recoil doesn't push you off the screen **4** When all of 'em are dog meat, walk forward and take out the last one. Sneaky git. Pull the lever, dump the body and rescue the Mudos through the portal on the left



D1 Take over this Slig and pull the level. Shit! Turn around and keep firin' to bag the zillions of Slogs that pile from the kennel. OK, now go left and do the same **2** That's it, use and open fire, first to the left, then the right. Keep on blasting in both directions and when all the Slogs are fragged, dump the body and get back to Abe **3** See the sign to the employee lounge? Roll through the hidden tunnel to get the power of the Spirit Ring, then roll back out and let rip. Keep going back to get Spirit power to clear the mines **4** The third time go along the top ledge and clear the two landmines. Drop down, run away from the Slog and climb up on the next platform **5** From here take over the Slig and bag the doggy, before slipping back into Abe's scrawny bod. Hit that switch that says 'Do not touch'. Yes! Rupture Farms is goin' down



BOARD ROOM





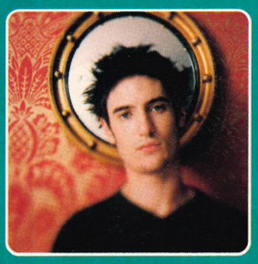






A1 No messin' around here Abe, time's against ya! Leg it left off the platform then drop off to the right. Lower yerself down between those mines. Now carefully jump of 'em and go left. Timing is what it's all about here **2** Do three standing jumps, but watch out for those meat saws! Climb up and roll past the blade and pull the lever **3** Back down the way you came – that's it, avoid the mines and saws – and go push that switch on the far right. That brings up the platform all the way back on far left, so get over there! **4** Below, roll through the gap and jump those three mines. And again Abe, you haven't got much time left. Rescue that scrubber by carefully disarming the three bombs **5** Free him in the left portal and get the hell outta there. Yank that ring pull! The rest's up to you now, buddy boy





immaculate selection



▲ *Command And Conquer® Red Alert®*



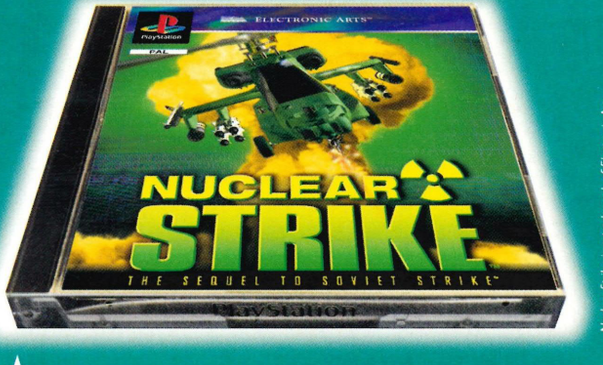
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Virgin MEGASTORES beyond entertainment

STIMULATION

NOT SIMULATION











"leaves conventional race games standing"

- High speed, gravity defying action
- 11 authentic planes to race
- Split-screen two player mode
- Hidden supersonic aircraft to earn and master
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- No parachute provided

AirRace

THE SKY REALLY IS THE LIMIT

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G-Police: Cracked

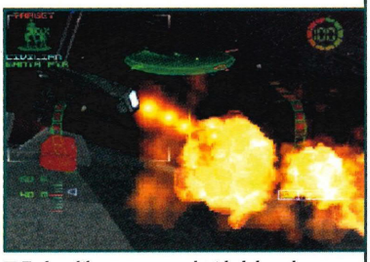
Get to know yer G-Cop code with these basic hints to surviving the crime-filled streets of Callisto.

Basic pilot skills

The G-Police 'death craft' allows you to perform some shit hot moves! It can be a real nightmare to control from the off, so we suggest, well, we demand, that first-time flyers use the nifty training outings to sort out the fiddly craft control. It's fun! Give it 30 mins, and you'll be a flight demon, we promise!



■ **Up above the streets and houses G-Police flying high... with guns!**



■ **Train with weapons against helpless dummy ships. They deserve it!**

Afterburn!

The 'double tap and hold' afterburner is what ya need for air-based killing (sorry, 'police work') If you tap accelerate then tap it again and hold it down the Havoc will move faster than a fat boy in a choccy factory! Pretty useful.



■ **Kick in the 'burners, and the thrusters turn**

Reverse

Do the same thing to slow down! If you tap decelerate then tap and hold down decelerate the Havoc will kick into reverse, like the Millennium Falcon going into light speed! Useful for avoiding buildings, and stayin' out of the morgue.



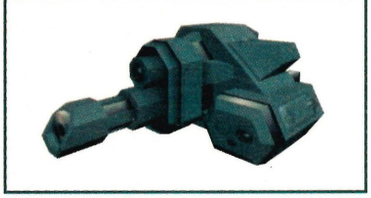
■ **Goin' back! Room for one up top, sir**

Back and forth!

When forward thrust is pressed, the Havoc speeds up, fast like. If you take your finger off the acceleration button the Havoc keeps going at the same speed. Clever little craft. When the reverse thrust button is pressed the Havoc receives a short kick in of reverse thrust (making the poor pilot rather airsick) To continue reversing you press and hold down the reverse thrust button (confused yet?). Like in WipEout, use the air brake to make turns sharper than a comedian's wit. Useful for tailing the enemy.

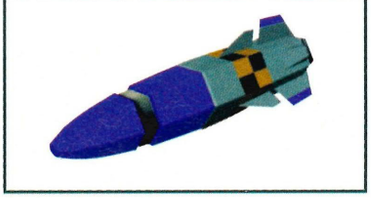
Laser

High energy pulse weapon that gets real hot real quick. Be careful with this, and make each shot count, or it'll overheat and leave you up shit creek in the middle of a dogfight. Leave it to cool after several shots, and you should have no problems.



Firestreak Missile

The opposite of the IR Missile: fast, sleek and inflicts less damage. Again, ya need a lock, but firing 'blind' is also possible. Once you fire this baby, you've got a good chance of blowing the crap out of the enemy. A real fire 'n' forget! Best fired at moving fighters and bombers. We'll share a little secret with you: Lock one target with Firestreaks, whilst shooting the bejeesus out of another with a cannon! The firestreak rarely misses, and both enemies are wasted. Don't screw with G-Police!



PRICE	£44.99
COMPANY	PSYGNOSIS
REVIEWED	NOVEMBER 1997
SCORE	91%
VERDICT	BALL-GRABBING CLASSIC

Guns!

The Havoc is stuffed to the gills with kick-ass weapons! Check this lot out:

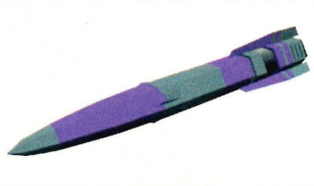
Cannons

Good-for-anything weapon, best used with other weapons to finish off the helpless, begging enemy.



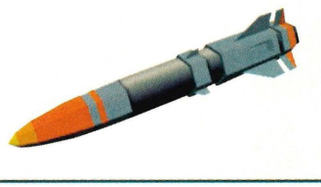
Rocket

General purpose, ass whippin' rocket. Does more damage than the Cannon, and looks lovely.



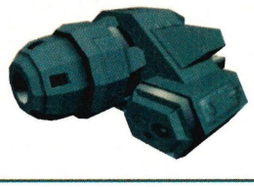
IR Missiles

Cool to fire against ground and crappy, slow moving air targets. Best fired from behind the enemy, so a good missile for cowards and evil gits!



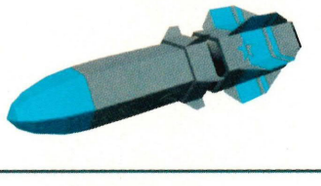
EPP

Knocks ships out cold. Then they hang in the until you frag 'em Sadly, this only works on smaller craft, but it's still fun, especially against innocent ships.



Starburst Missiles

Even if you ain't got a target in sight, just fire this off, quickly find one and the eight missiles will do the rest! A lifesaver when you've got enemies on yer ass!



Hyper Velocity Missiles

This bugger is fast. The moment you fire it, it gets to the target and frags 'em. These pack a real wallop, so save 'em for the real tough muthas!



Bomblets

These fall down, and explode on impact, so look out for civvies under you! Useful for bombing a wide area, and making sure nobody lives there for a while..



500Kg, 1000Kg Bomb

Mega-damage. This beast of a bomb is laser targeted, so you know where you drop this monster. Massive damage to a certain area.



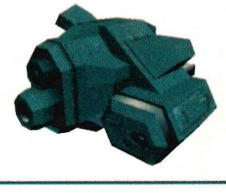
Plasma Launcher

Hold down the fire button to charge it, then let rip. Takes some time to charge, so you'd better hit the enemy. Powerful, can take out a craft in one shot!



Flare

It's a signal not a weapon. Basically you find the enemy hideout in your copter, mark it with a flare and before you can say 'you're nicked' the cop cars arrive



»

Sky scrapping

The time's got to come when you clamber in that copter and go perp hunting. Here's what you need to know for when you meet your first bad guy.

Posh folk call it 'aerial combat'

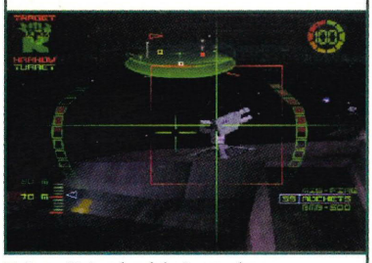
One of the best tricks in midair scraps is the reversing technique. Get the attacking enemy in your sights and it should fly right at you. What ya do here is a reverse afterburn thrust (see p95). Make sure you have a tough shield and enough weaponry to waste 'em, and you'll trash the enemy quickly. This cripples your shield but wins aerial fights quickly. Also, if they break off the attack, you can give chase as they are already in your sights. They won't mess with you again, 'cos they'll be dead.



■ Fly right at the enemy. Stupid, but it works!

Auto turrets

Auto turrets can be lethal if you encounter loadsa them at once. There is an easy, but long-winded, way of disposing of them. The auto turrets have a limited range, which is about as far into the screen as you can see them. Get a lock when they are out of visual range, and destroy them that way. They'll be too far away to fire back at you, you filthy coward! They attack the closest target, so try and keep another ship between you and the turrets, let them take the bullets.



■ Guns. Not so hard, just annoying

Gunboats

Gunboats have a shitload of firepower and can be a real problem. There are various ways to take 'em down though, so cheer up! We like the 'chicken' way, which goes like this: Get a lock on and make a speedy fly-past the Gunboat. From a safe distance, launch IR missiles. These hardly ever miss, so the gunboat is history, and nobody need know what a scaredy-cat you are. Check the target details box to make sure you hit.



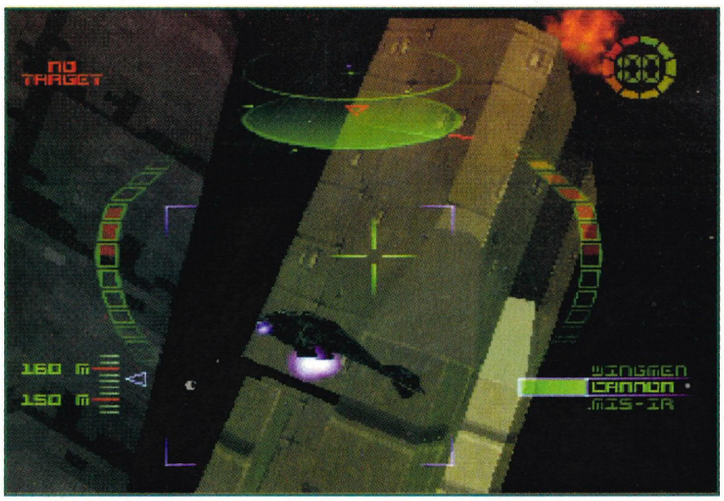
■ Built like Big Daddy: twice as hard! Lawks!



■ Guns. Not so hard, just annoying

Wingmen

Wingmen can play a vital part in G-Police, and you can send them in to fight for you. If you target an enemy craft and press fire when you have the wingman selected, they will send you a radio message, confirming your order. Naturally, it's them or you, so send 'em into the fight to sacrifice their lives to save yours.



■ Hi, I'll be getting shot to crap for you today. Enjoy the trip!

Mission Guide Pt.1

The first 12 missions of 35 solved for you. Next month we cane the rest of 'em! You lucky lot!

Mission 1: Illegal arms

Follow the waypoints to Egdir Dome. A fighter will go for you, so take it out with an IR missile. Fly to Mitsina Dome (the spaceport). Ignore any aircraft you see, if you attack 'em, you'll probably die.

Fly to the north west corner and you will see some crates. Scan the one at the back and you will see it is illegal. Ground Team Epsilon will then turn up.

Zip back across to Devorr Dome (Where you started) and scan the four trucks there. A fighter will attack you, but don't bother returning fire.

The first three trucks are civilian and hold no surprises. The fourth one is different. When you scan this lorry the top back will open and a gun will start shooting at you. Dodge the bullets, select the rockets and blow that bastard up. Congrats, rookie, you've finished the first mission.



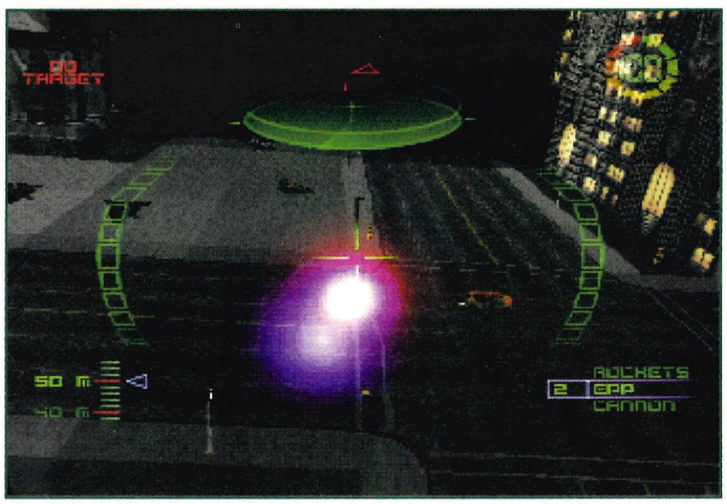


1 Ello, ello, ello. What's in 'ere, then? 2 I'm a flying rozzer, and I will scan you, oh yes!

Mission 2: Warehouse raid

Stay close to the Ground Team and kill any fighters that attack them. Lock 'em and kill 'em with a well-placed IR missile. After killing all six fighters, follow the Ground Team to Egdir Dome.

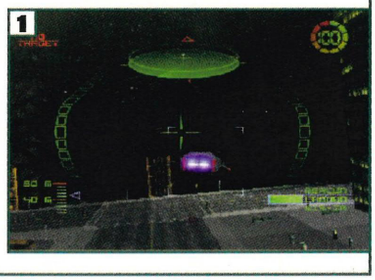
Shoot the turrets quickly and the two cars in the warehouse leg it, use the EPP to stun 'em. Two fighters'll attack the EPP'd cars; so stop them. With the fighters dead, the Ground Team will pull up near to the EPP'd cars and you'll finish the mission. To complete the non-essential second part, take out all fighters and turrets.



■ Slam! Paralysed car! Now kill the fighters and the ground team will do the rest

Mission 3: Surveillance work

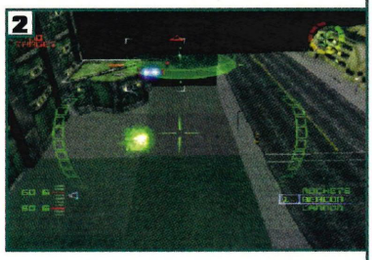
Follow Rogan's craft at a safe distance; Get too close and he'll see you, stuffing the mission there and then. When you fly into Adal Dome, you will be attacked by two fighters. You can avoid them, but you won't be able to finish the secondary objective. If you hear 'maintain contact with suspect', keep Rogan in sight. Lose him for more then 30 secs, and the mission is failed, you fool! CONTINUED OVER »

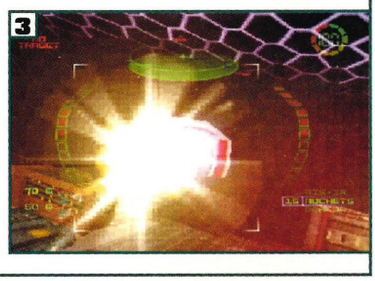


Mission 3: Surveillance work

CONTINUED » When Rogan lands at the first stop-off, fire a beacon at the floor, and the Ground Crew head for it. On the way, they'll be attacked by two fighters. Take 'em out, but keep 'em peeled on Rogan: Don't lose him. With the fighters wasted, Rogan should've landed and three more fighters will appear and attack you. Destroy them and Rogan will take off again. (Busy guy, huh?)

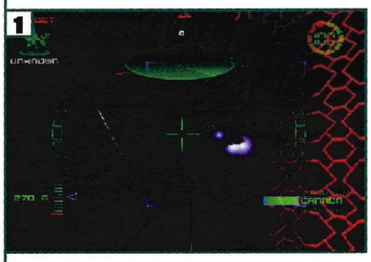
Follow Rogan to the third stop-off.. After he lands, the crates in the warehouse will explode and a bunch of fighters come at ya, so kill 'em all. Rogan will take off again and then you can kill him. When the fighters are gone, the Ground Team moves in. When Rogan's dead, the mission is complete, and if all the fighters are dead, so's the 2nd part.





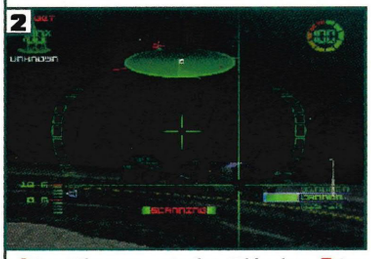
1 Trail his ass, careful though 2 Drop the beacon to alert the Ground crew.. 3 ..Then, WHAM! You get to kill Rogan!

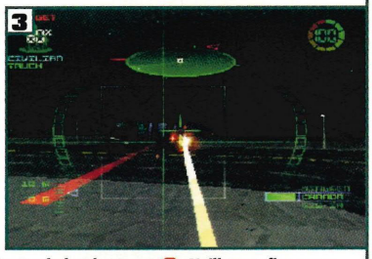
Mission 4: Clear the way



Follow the waypoints to Egdir Dome, killing any fighters on the way. When you meet up with Tachikawa, kill all the fighters in range. With these dead, go to the spaceport and look for four trucks. Tachikawa will take care of the aircraft.

Kill the trucks and when they're dead, go to waypoint two. The Shuttle will land and the mission's complete. If you can't find the trucks, follow the Shuttle and head for any shots fired in its direction.





1 Your Wingman, protection. With wings 2 Scan the truck, but be wary.. 3 ..He'll open fire on ya.

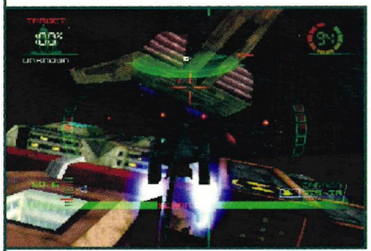
Mission 5: Escort the President

Fly to the Fortified Bunker and meet the Limo. Stick with it and quickly kill the three fighters that attack it. Use homing missiles if you get stuck. With these dead, fly to the first roadblock and destroy all the turrets and vehicles. Rockets are pretty handy for this, although the cannon is fine for bagging the tanks.

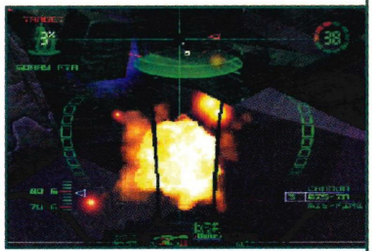
When the roadblock is gone, a fighter will appear and have a go at Tachikawa. Kill it, and Tachikawa's Havoc will go haywire. No matter what you do you can't save him, but watch him crash! Wow! Then you're on your own, son.

Find the Limo again and stay close to it. When you reach the Finnr Dome, two more fighters will attack the Limo. Again, fly up to their level, switch to homers and take 'em down. Get back down to ground level and find the limo, quick, before it disappears into the Hoenir Dome.

There's another bloody roadblock. Blow it up and, surprise surprise, more fighters will appear and gun for the limo. Guess what? Yeah, you've gotta kill 'em and escort the President's Limo to the Krakov HQ where the mission will be completed. You hero!



■ More fighters, more death!



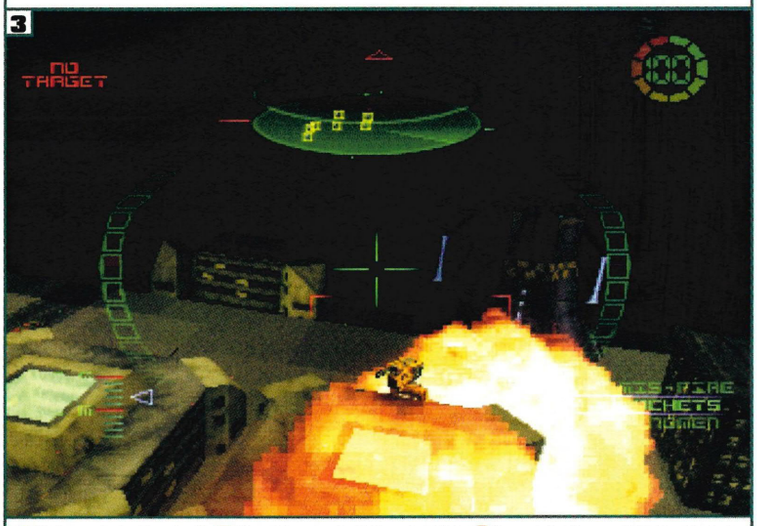
■ There goes Tachikawa..So long!

Mission 6: Robot rampage

Follow the waypoint indicator to the first Robot. Kill it. Dodging up and down whilst shooting at them works well. After the first Robot, go for the 2nd one on the skyroad near to the first one (follow the waypoint). The third robot is going mad in Nar dome: follow waypoint. Destroy this and the fighters before they wreck the Nanosoft compound. With them dead, there'll be a com-message telling you there's 3 Robots at GPHQ, some real action! First, use the re-arm platform nearby. Don't go for all 3 Robots at once, and let other Havocs do some work Dead Robots=Complete mission!

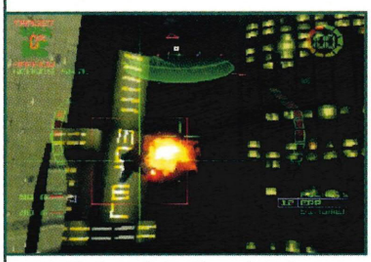




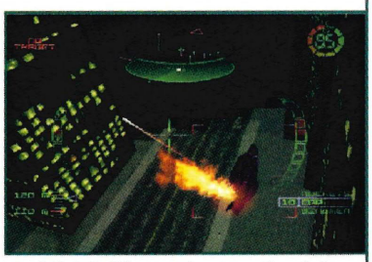


1 Mining robots. Tough gits 2 They blow up buildings for kicks 3 So, waste his ass, G-Police bloke!

Mission 7: Disable and protect Krakov shuttle



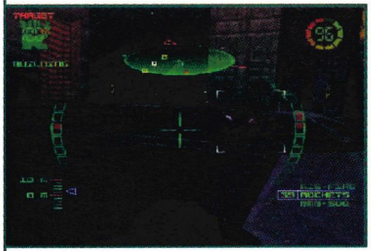
■ Disable the craft, 'cos if you don't they ...



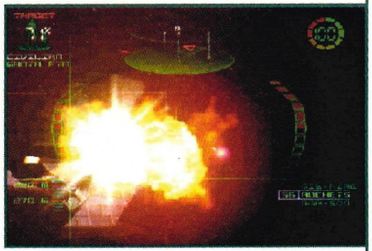
■ spin into buildings, and cost you the mission

Follow waypoints to the 3 shuttles. Dig out the EPP weapon to stun the shuttles before they crash. They'll get attacked by fighters and bikes, which you can waste. The shuttles also have Krakov escort craft, disabling and protecting of all of these will complete the secondary objective. Now get to Nar dome where three more shuttles need disabling and protecting. Lose more than 2 and you fail the mission, so watch it!

Mission 8: Protect Krakov assembly yard



■ Bikes, like in Tron! Kill 'em quick



■ Dead Gang Fighter. We warned you!

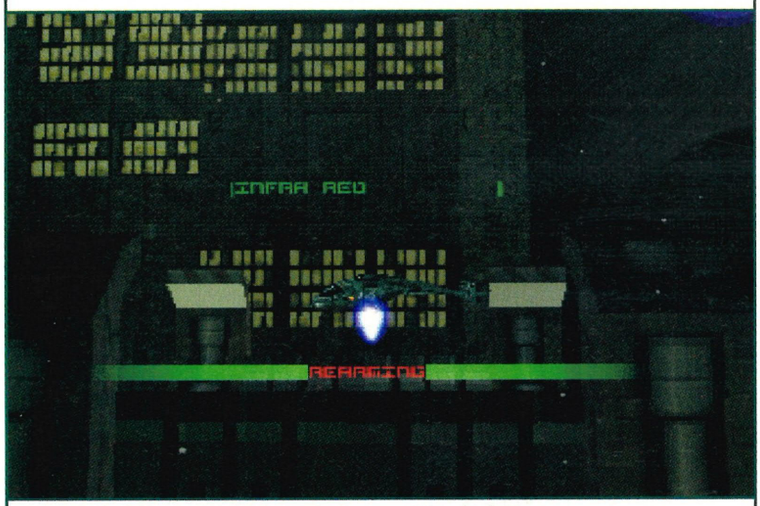
»

Mission 8: Protect Krakov assembly yard

CONTINUED » Make your way to the Krakov yard in Nama dome. When there, use the waypoint indicator to seek and destroy the bikes. Kill 'em quick, before they blow up the yard. After that, make sure you protect the yard from any more attacks by fighters and gang ground units.

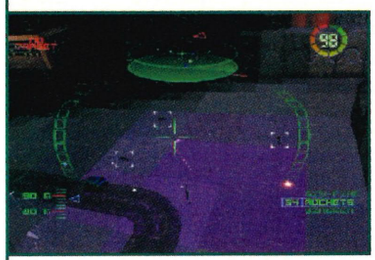
If you run low on ammo, flee to GPHQ in Tindr dome for rearming.

Once the gang forces have been dealt with, track down the gang base in Modi dome and kill any gang units you find.



■ No missiles? Don't worry about that! Charge up at GPHQ, for free!

Mission 9: Land train carrying explosives



■ Go for the ground enemies first

Go to a warehouse in Nama dome, where a GP Ground Team is getting a kicking! Fight 'till the train breaks out. The train has three bomb and gun carriages. Destroy the guns but don't shoot the train or you'll detonate the whole thing! Then collect the bombs by hovering above the carriages. You can carry one at a time to the safe zone. Follow the waypoints. In Fadir dome, dump the bombs off the cliff into the low area. One bomb can miss, any more fails the mission. Careful, now.



■ Watch where you fire...



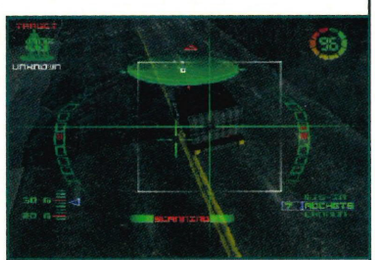
■ ...Or it'll blow

Mission 10: Krakov President under attack

Get to the president's gaff in Nar dome. Stop the Gunboat before it makes rubble of the Pres' home. Waste the gunboat patrol craft before you attack the gunboat itself. When you do, assign your wingmen to it. Gang up on the Gunboat! the firepower of the gunboat will be all over the shop, making it safer for you! Fire homing missiles whilst hiding behind buildings. Don't take too long, though, or the Prez'll end up homeless, selling The Big Issue.



■ Take out the smaller craft first...



■ Then attack the Gunboat

Mission 11: Intercept the cruise missiles

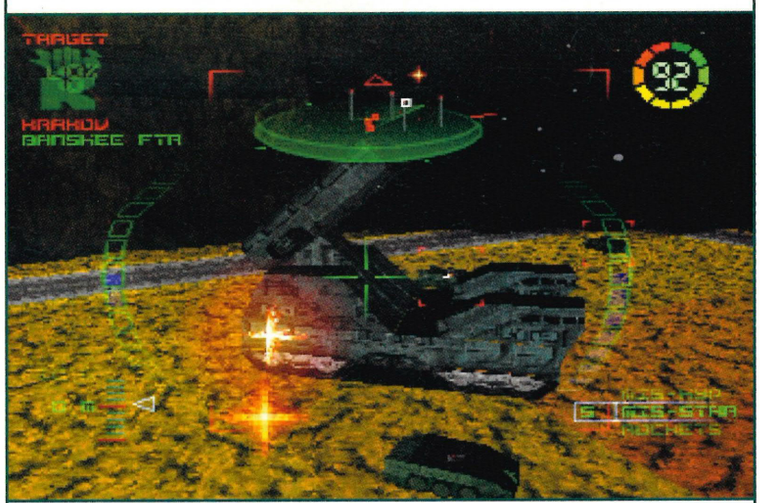


■ Destroy the missile quickly, or fail



■ Ground Team. Save their skin

Follow the waypoints to Juno Dome and destroy the cruise missile with hyper velocity rockets. A Bomber team will appear. Protect them using Firestreak missiles and you'll have the 2nd bit all tied up. Go to the missile launcher and use the Starburst missiles to kill the enemy ground vehicles. If you saved the Bomber team, they'll have a go too! Help 'em! If the Bomber team died, let rip with all you've got! Either way you finish.



■ Pound the launcher to dust. If you saved the Bomber team earlier they'll help

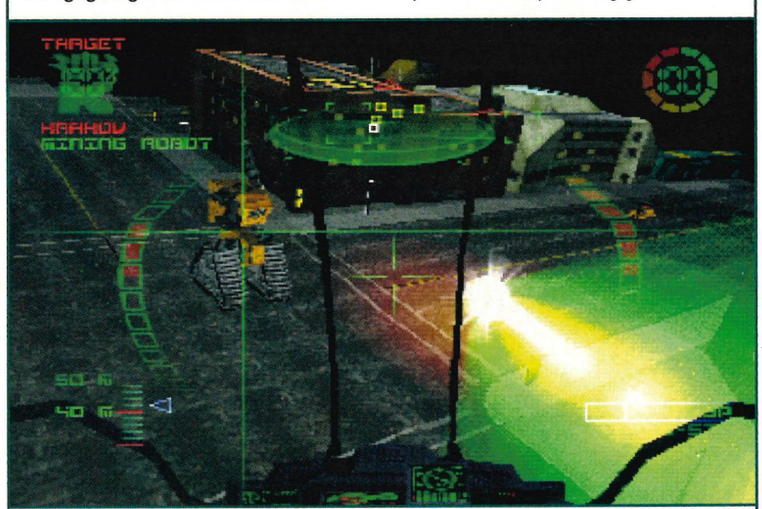
Mission 12: Krakov attack



■ Dogfights get more common now

Fly to the first set of buildings and blow the enemy aircraft to smithereens. Stick to Firestreak to save demolishing buildings, tempting though it may be.

With that done, follow the waypoints to the next set of buildings and take out the Mining Robot. Kill the fighters and then follow the waypoints to the next set of buildings. Finish the mission by killing the last lot of fighters. If no buildings were totalled, you get the secondary objective as well, you smug git.



■ Another darn mining robot. He needs killing before the fighters turn up



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Resident Evil: Sussed!

We solve the bits that drive you mad, 'cos we're good like that!

FIND THE BAZOOKA

'Where's the Bazooka?'

On the terrace, on the mansion second floor. Going there, you'll find a dead bloke, pecked to death! Examine the corpse and you'll find the Bazooka. That's if you don't puke first!

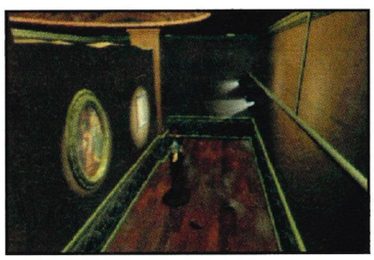


■ Pecked to death. Big on the catwalks this year!

HALL PICTURES

'How do I arrange the pictures in the hall?'

First, watch the birds! These beasties can give you a right pecking if you make a racket. Then you'll die. So no firing the guns, all right! Push the pictures in this order: New-born Babe, Infant, Lively Boy, Young Man, Middle Aged Man and Old Man. Then push the switch to reveal the Star Crest. Easy!



■ Follow the picture sequence, and...



■ ..open that panel for the Star Crest!

DOOM BOOK 2 WHERE ARE YOU!

'Where's Doom Book 2?'

We've had sooo many letters about this one. This is the last time, all right! In the underground section, use the square crank on the small hole in the left hand wall. Rotate it three times, so a section on the left wall opens right up.

Now walk forward to trigger the boulder, and dodge it in the new opening. Risky, eh?

Through the opening is a secret room. Push the statue in front of the highlighted part of wall, and use the crank on the wall to push the statue out.

Then push the statue onto the highlighted part of the floor to reveal Doom Book 2! Phew! Found it!

KILLING THE PLANT

'How do I kill the plant in the mansion greenhouse room?'

On your travels through the mansion, you should've found some chemicals. They're not hidden, so are easy to come across. In the greenhouse is a sprinkler. Put the chemicals in that to make the plant wither and die. Then you can stock up on herbs.



■ The sprinkler. Spike the water with chemicals...



■ ...And watch the thing die!

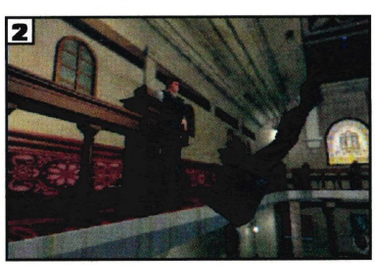
RED BLUE JEWELS

'How do I get the red and blue jewels? And whadda I do with them?'

To get the blue gem, first go to the balcony above the dining room. 1 Line up the statue with the gap in the banisters. 2 Now push it through and listen out for the satisfying smash from down below 3 Get on down there and investigate the wreckage to get the jewel. Stick it in the tiger head to reveal another of 'dem crests! The red jewel is in the trophy room, second mansion floor. Push the ladder up to the moose head to find it inside. Put this in the tiger statue for the powerful Colt!



■ Line up the statue with the gap...



■ ..and, Push!



■ The jewel is yours!

BEE ROOM COMBINATION

'How do I solve the combination lock, in the room with the bees?'

The lock seals the room with the V-JOLT stuff in. The idea is to get all the lights on. To be honest, the best way is just to press random numbers 'till it opens the door. Should take you a couple of minutes of faffing about with it.



■ Bees are a right pain in the arse

KILLING PLANT 242

'How do I kill Plant 42?'

You need the V-JOLT formula (not available in any shops!) In the chemical room, in the outhouse section, mix the following chemicals: 1+2=3, 3+4=7, 2+4=6, 6+7=13, 1+2=3, 3+13=V-JOLT! You need to use the formula on the plant's roots. This won't actually kill the plant but it does it re-growing when you hit it with the flamethrower. When you go back upstairs, if you're playing as Chris you'll resume control of him. Now just kill the plant once and for all and pick up a key from the fireplace.



■ Better crack out that weedkiller, Jill. It bites



■ Eat fire death, mutated hell spawn!

FOUNTAIN

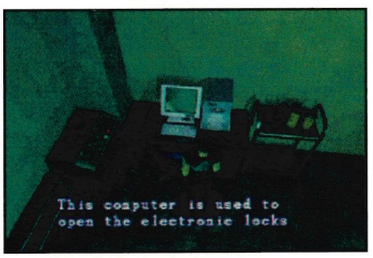
'What do I do at the fountain, with the holes in?'

You've got the two Doom Books, right? Examine them when the front of the book is facing you in the inventory screen. It'll open up to reveal a medal. Do this with both books to get the Wolf and Eagle crests. Put these in the holes in the fountain, and it'll open up to reveal a stairway to hell!

COMPUTER

'How do I log onto the 'Umbrella' computer?"

You could spend hours searching for the Report with the passwords on, but can you be arsed? Nah, we'll tell you!
Log on to the computer as JOHN. The first password is ADA. Select floor B2 then enter the final password MOLE. Now open B3 and leave the machine. Grab some slides and get out of the room.



■ Doors, eh? Could be useful, that!



■ Use the passwords to hack that system!

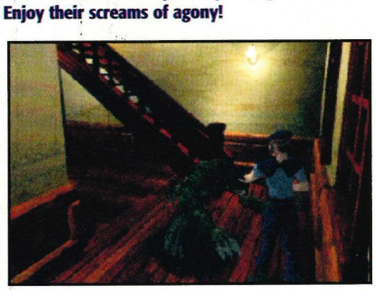
HUNTER KILLERS

'Any tips on dealing with the Hunters?'

These nasty-looking sods appear towards the end of the game. They're scaly bastards, and they're fast and incredibly tough. They also have sharp claws which can make kitty litter out of you very quickly indeed.

There's no ideal way to waste them, but try this: To stop them pouncing at you, wait 'till they get up close and personal before you raise your weapon.

They won't jump up at you, and you can take 'em out with only a couple of quick blasts. Enjoy their screams of agony!



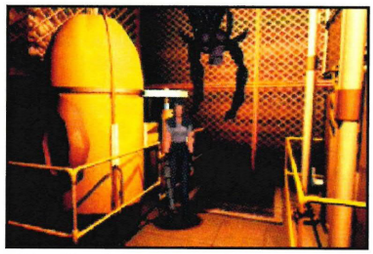
■ Look..into..my..gun. Closer...BLAM!

MO DISKS

'What do I do with the MO disks?'

plus You need these to open the locked door in the Umbrella labs. The locked door has three lights on the wall, one for each MO disk.

When you have the three disks, take them to the generator room, with the Lab Creatures on the ceiling. Use the disks with the computers there to upload the passwords. This is real tricky, as the Lab Creatures attack from the ceiling: best to run around them.



■ Hey, Jill. Let's hang out together!

MEETING THE TYRANT TWICE!

'How do I waste the Tyrant?'

plus The tyrant is one tough git; 'ard as nails, in fact! When he shows his ugly, freakish mush for the first time, empty shotgun shells into him, and step back a few paces.

You'll probably find yourself running round and round the lab as you pick the right moment to take a pop at him. Once he seems to be dead you can go to the computer terminal.

The second encounter, at the helipad, is much, much tougher! Here there's no point in trying to attack the tyrant, you just have to keep running away. You'll find he's a lot faster than he used to be and the best way to avoid him is to run in straight lines then make a sudden change of direction at the last moment.

Keep running like hell until the rocket launcher is dropped from the helicopter. Grab it and waste his puny ass!



■ Hi, I'm the Tyrant. Cup of tea?

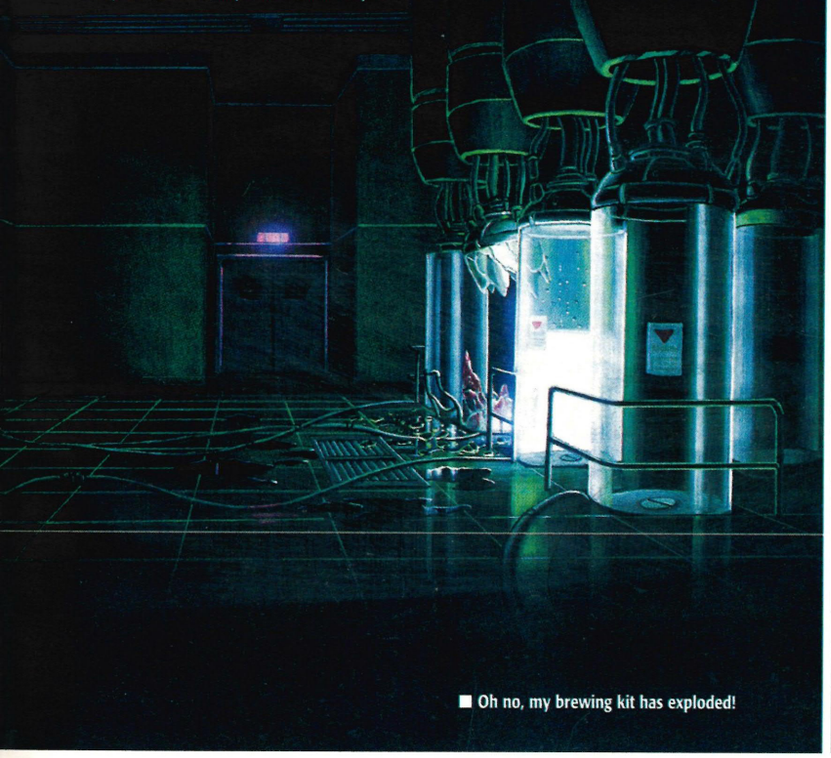
And finally

No cheats!

There are no codes or cheats for Resident Evil, so you've got play it through. But playing it through is the only way you'll get the best out of it. So, Zachary Jones, G Mitchell, Charlie Paterson, Vin Hamer, Daniel Bran, Graeme Robinson, Steven Cowling, David Milsom, Lee Davies, Kevin Street, John Waters, Thomas Ringe and Glen Winfield, hope this helps.



■ If you don't want my tea, then I'll kill you!



■ Oh no, my brewing kit has exploded!

Q&A

Got a problem? Get advice

We've got stacks of hints, tips and moves. If you've got a problem, chances are we've got the solutions: so write in with the free envelope on page 106

RESIDENT EVIL: THE RESURRECTION

I have heard rumours that Resident Evil is coming out on Platinum. Is this true, and if so, when will it be hitting the shelves?

Mark Ireland

plus Resident Evil should be landing in a Platinum coloured shower of blood and warm entrails around about January.

ISS PRO: TOP TEAMS

Firstly: Soul Blade is loads better than Tekken 2. Secondly, have you a list of the best footie teams in ISS Pro? If not, make one.

Thank you,

Lard

P.S. Any chance of a free mag?

plus Firstly: whatever turns your crank; we love 'em both. Secondly: nope we don't, so here's a quick rundown ... It's basically your usual footie suspects - Brazil and Holland are pretty sweet, but they're both lumbered with a bit of a lame goalie. If these displease, then go for Italy or Germany. Germany in particular are a good all-round choice.

P.S. No, there's no chance of a free mag.

Platinum Players

Small money, big games. Geddit?

ALIEN TRILOGY

Two neat cheats:

1. Level skip

At the password screen, enter GOLVL, followed by the number of the level you want to go to, e.g. GOLVL10. You should find yourself starting up at the level of your choice.

2. Unlimited ammo

If that isn't enough, you can really punish those xenomorphs with this little number: at the password screen, type 1G0TP1NK8CIDB00TS0N.

This should not only allow you to start at the level of your choice, but should give you invulnerability and infinite ammo on all weapons. Watch 'em die.



TEKKEN 4?

Is Tekken 4 coming out on the Playstation or the Playstation 2?

David Clorley

plus I see you're bored of playing Tekken 3 on your Playstation already, and last time we looked, it wasn't even out yet. Tekken 4? Playstation 2? Calm yourself, David, there are plenty of good reasons to live in the present.

ERASER LIGHTGUN

What do you think of the new Eraser lightgun? Can I work for you?

Craig Hobbs

plus We think the new Eraser lightgun's a bit rubbish actually. So there. Can you work for us? Well, write again, listing appropriate skills: lifting heavy objects, making tea, going to the sandwich shop. Don't call us, we'll call you.

FOOTBALL CRAZY

I have Actua Soccer CE: what other footie games are coming out that I should get? And don't say ISS Pro. Also, in Fifa '98 - Road to World Cup, is it just qualifying for the cup finals, or do you play in them as well?

Adam Maines

plus We reckon you should shell out for Soccer 97. In Fifa 98, you don't get to the finals: you just qualify, but despair not: there will be leagues as well.

GARLIC BOLLOCKS

I know Playstation has brilliant graphics and all, but tell me the Playstation won't disappear in a couple of years, as I only got mine this September. By the way, tell Michael Garlic his Megadrive is bollocks.

M Percival

plus There really is absolutely no chance of the Playstation disappearing in the next couple of years. There's a lot of life in the old dog yet. At least we bloody hope so, or we'll be out of a job. And Michael Garlic, whoever you may be, your Megadrive is now officially bollocks.

RED ALERT

When will Broken Sword 2 and Command and Conquer:Red Alert be released? Also, when Resident Evil 2 comes out, have you any idea how much it will cost?

Guy Triev

plus Broken Sword 2 and Red Alert should both »

Instant Expert

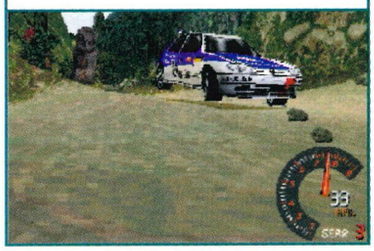
V-Rally

You asked. We gave

I have finished V-Rally and I'd like to know if there are any cheats for it. Can I also have a list of the release dates of all the games you have, especially Tomb Raider 2?
Bobby Wilmer, Ben Reid, Stephen Porter

plus Here's a helpful cheat menu to be going on with. When the Infogrames logo appears on the white intro-screen quickly press ↑, ↓, △ and ○. The words 'Lock Off' should appear. After that, enter any of the following codes. Hold the final button, whatever it happens to be, until you've selected your language, release and you should be playing with these add-ons:

Left+ L1 No time limit
Left+ L2 18 extra narrow tracks
Left+ R1 Your Peugeot is replaced with a jeep
Left+ R2 Lets you restart the race in Arcade mode. Release dates are on p58.



On the couch with the Tomb Raider Doctor

Problem with Tomb Raider? Let the doc have a look at it...

Help, I'm stuck on the sixth level of Tomb Raider
Shane Varley Robinson

plus The sixth level? That'll be the Colosseum. You haven't told me exactly where you're stuck on the Colosseum but to my mind there's only one really tough bit on this level and that's the lion's den puzzle.

In this bit you have to dash from one room to get into another one before the door closes. Timing is the key to success in the puzzle. Do it like this:

The plate at the back of the room opens both of the gates. As soon as you walk over this run to the left gate and pull the switch, then turn and run to the room next door. Don't bother with the floorplate in this room. Try and cut as many corners as you can 'cos you need as much time as possible.

This should clear it up for you.

Can you tell me how to get past the level The Cistern?
Tom Hodges

plus Certainly. On this level you'll need to find yourself some grey keys, followed by a gold one. I'm counting on the fact that you've found the first couple of grey keys and you've pulled the switch that fills the main room with water and you've swum just about everywhere and explored everything. Well, my advice is to go back to that switch and empty the water again.

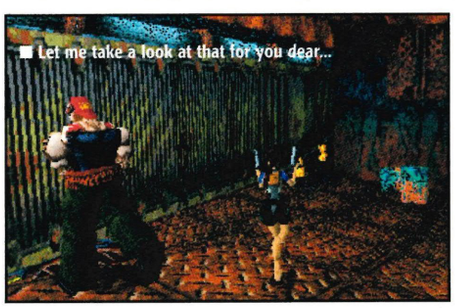
Now jump your way across to the first door on the left as you first came into the main room and make your way through the level, into the pit with the spikes, and down into another main room. Now it's not full of water you should be able to climb the stairs. Once you're in this room the silver key won't be too far away. Come back if the problem gets any worse.

I'm stuck on the Palace of Midas! Any ideas?
Paul May

plus Look, if you could be more specific, it might help. OK, there are two main sticking points on the Palace of Midas. The first is the position of the switches which open the doors. If you look above the doors you'll see symbols which show you how the switches should be placed. Y means on (down) and the omega sign means off.

So for room one the switches should like this: Y0000; Room 2 is 00YY0; Room 3 is 00Y0Y and room 4 is Y000Y.

By the time you reach this room you should have three lead bars but before you can exit the level you need to turn the lead into gold. To do this go to Midas' hand and place the lead bars on it. Once they're gold you can go back to the final room and exit the level.



be on the shelves of a shop near you in November. When Resident Evil 2 makes it's entrance, it should retail at the dinky price of £39.99.

FINANCIAL CRISIS

How much will Time Crisis cost, since it comes with the G-Con45? Are there any cheats for ISS Pro? Platinum games - what a bargain!
Daniel Ellwood

plus Time Crisis should clock in at around £60, but G-Con45 is an ace gun. ISS Pro cheats? Nah. And you're right: Platinum games are a bargain.

ODDWORLD

Which game is the best: Nightmare Creatures or Oddworld? I don't know which one to get.
James Waller

plus Stick with Abe. You know it makes sense.

TOMB RAIDER 2

How many levels will there be in Tomb Raider 2?
David Mann

plus Eight.

RAY TRACERS

I have a question regarding Ray Tracers: is that it? Will there be a sequel? Or something? Graphics, gameplay etc. Brilliant! Gamelife ...
Robert D Preston

plus Yep. It's dead short.

TUROK

I read in a magazine a couple of months ago that Turok will be released for the Playstation. Is this true? Also, will you be able to use Judge Dredd with the G-Con45?
Rashid

plus Unfortunately, there's not going to be any dinosaur hunting going on on the Playstation. Turok has been given the boot. Secondly: yes you can use the G-Con for like Judge Dredd. In the new year, you'll be able to use it with Gunbullet, or Point Blank as it might be called, as well.

SENSIBLE SOCCER

I want to know if a game called Sensible World of Soccer will be released on the Playstation. I played it on the PC and it was great.
Martin Putney

plus Yes, Sensible World of Soccer will be seeing the light of day on the Playstation, but it'll be called Sensible Soccer 2000.

NUCLEAR STRIKE

Can I have Nuclear Strike passwords? Purrrlease? Also on WCIII how do I prevent Flint and Rachel from being jealous of each other?
Max Davis

plus Certainly Max: here's a swift rundown:
Delta Strike - the password is Junglewar.
Island Strike - Cutthroats.
Peace Strike - Countdown.
Peace Strike2 - Plutonium.
DMZ Strike - Pusan.
Fortress Strike - Armageddon.
Will that do you? Cheers to Andy East for those passwords, but no, Andy, they aren't worth a free game. Nice try.

OOPS

The cheats for Tomb Raider in Oct '97 edition don't work. What can I do? I've pressed the right buttons, but are you having me on?
David Lewis Junior

plus Yep, okay. We've owned up. We made a boob. Here's another cheat: for all weapons, call up the inventory screen and press L1, Triangle, L2 R2 R2 L2 ○ L1.

TOMB RAIDER 2

Could I please have some cheats for Tomb Raider 2, because I shall soon be purchasing this new edition?
Danny Parker

plus It's going to be quite difficult to cheat on Tomb Raider 2 for a little while yet, isn't it? Hold your horses, Danny. All in good time ...

RELEASES

When will Broken Sword 2, Worms 2 and Tekken 3 be released? P.S I love the new look of the mag.
Sean Tillman

plus Broken Sword 2'll be out in November, Worms 2 in April, and Tekken 3 should be released next August. P.S. Thanks.

STAR TREK

Are there going to be any Star Trek games coming out on the Playstation? If so, when, and will there be any chance of a Borg game?
Anthony Daniels

plus Interplay have got Star Trek: Star Fleet Academy. which was supposed to be out by now, but probably won't be here until April. It's a simulation, with a digitised James T Kirk giving

Jurassic Park 2

The Lost World caned

I have bought a copy of the Lost World, and I am a bit pissed off really, because I'm stuck on the compy levels. So have you got any cheats or passwords?
Jamie Trentham, Darren Litchfield, Thomas Boyce, Ian Owenson, Derek Carirns, Giulio Russo, Paul Aldis and Ben Evans

plus Since lots of you seem to be stuck on EA's devour-em-up, here's a little selection box of cheats that could be helpful:

Play as a Hunter: Enter the password: □ ✕ ○ △ ✕ ○ □ △ □ ✕ ○ ✕. The game will start but the sound effects will be off. Now exit the game, fix the sounds in Options, and re-enter the code.

Play as Human Prey: Enter the password: △ ✕ △ ✕ ○ ✕ □ △ ✕ □ ○ ✕.

Play as the Raptor: Enter the password: □ ✕ ○ △ ✕ ○ □ △ ✕ □ ○ ✕.

Play as the Tyrannosaurus Rex: Enter the password : △ □ ○ □ ✕ △ △ ○ □ △ △ ✕. The game will start but the sound effects will be off. Now exit the game, fix the sounds in Options, and re-enter the code. You should now weigh about 90 tons and have a pretty ferocious appetite ...

Start with 59 lives:
At the Press Start screen press △ □ ○ □ ✕ △ △ ○ □ △ ○ ✕ ○.

Hunter with all Compy DNA and 23 lives: Enter the password: ○ △ □ ✕ △ □ □ ✕ ○ △ □ ✕.

Sarah Harding with all T-Rex DNA and 21 lives: Enter the password: △ ○ ✕ □ □ □ △ □ □ ○ ○ □.

Raptor with all Hunter DNA and 36 lives: Enter the password: ○ △ □ ✕ □ □ △ ○ ✕ △ △ ✕.

Tyrannosaurus Rex with all Raptor DNA and 34 lives: Enter the password △ ○ ✕ ✕ ✕ □ △ △ ✕ ○ ○ □.

plus Ta to Kenneth Haddock for those passwords.





you orders as you take on scenes from old episodes. There's no Borg in it, though, and there are no plans for them to appear on the Playstation at the mo.

FINAL FANTASY VII

Should I buy Final Fantasy VII, or Grand Theft Auto?
Charlie Paterson

plus Final Fantasy VII, no doubt about it. But then Grand Theft Auto's a doozy too. Depends if RPG or driving mayhem's your bag.

ROCK N' ROLL

What happened to Rock n' Roll Racing? Any cheats for Player Manager? Cheers, great mag.
Marcus Richardson

plus What happened to Rock n' Roll Racing is that it's now called Red Asphalt. And no, we don't have any cheats for Player Manager: you shouldn't be playing it anyway, 'cos it's dire.

Z

I have heard that Z is being released on the Playstation. If so, when?
Kirk Self

plus Your information would seem to be correct Z should hit the shelves on November 14th.

EXHUMED

On Exhumed, I have found a lobotomy action figure on the last level of the game. It says there are 22 more. Where are they? What do they do?
Damien Mitchell

plus Lobotomy action figure? It's an Egyptian doll with one of the programming team member's faces on it! None of them have had lobotomies - so far as we know.

The dolls are hidden throughout the game map: collecting the dolls will give you powerups, and if you get them all, you'll get an even bigger powerup.

They also function as a kind of 'guide' to show you where to go, so Christ knows how you got to the last level.

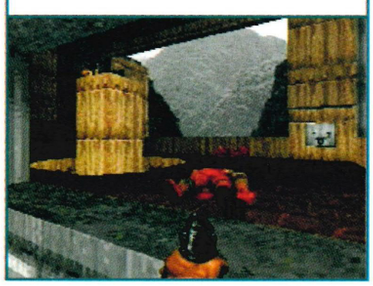
Doom and Final Doom

Sorted!

I'm stuck: I just can't get anywhere in Final Doom. I got to the third level, and couldn't get any further, have you any cheats that give you stuff like all the weapons?
Graham Roxburgh

plus There are a lot of crap cheat codes for both Dooms on the Playstation floating around, but here's a couple of little tricks that should have you disintegrating demons easily, if slightly dishonestly. Pause the game at any time and enter these codes:

Show whole map: ▲ ▲ L2 R2 L2 R2 R1
God Mode: ▲ ▲ L2 R2 L2 R2 L2
Free items: ✕ ▲ L1 ↑ ↓ R2, back, back
Level Select: forward, back, R2 R1 ▲ L1 ● ✕
X-Ray vision: L1 R2 L2 R1 → ▲ ✕ →



FIGHTING FORCE

I have heard that the game 'Fighting Force' will not be released on the Playstation. Is this true?
Jamie Parmenter

plus You've heard wrong. It's going to be released in November. But it's actually a bit dull. Don't say we didn't warn you.

TUNNEL B1

Are there any cheats for Tunnel B1? I can't get past level 3.
John Borthwick

plus Out of luck, mate. There aren't any cheats, sad to say.

DARKSEED

Darkseed for the Amiga was one of the weirdest and best games ever. Is it likely ever to be on the Playstation? If not, is there anything similar?
Dave P

plus EA were going to be doing a version of Darkseed for the Playstation, but that project's been canned. They were also doing a game called I Have No Mouth But I Can Scream which should have been pretty similar, but that's been scrapped as well.

It's not really your day, is it? The best we can do is recommend Discworld 2 or Broken Sword 2.

RESIDENT EVIL

My question is: could you please give me some tips or cheats on Resident Evil please?
Zachary Jones

plus To Mr Jones, and all those other readers who bombard us with questions about this bloody PlayStation classic, we say only one thing. Stop it. Why? Because if you turn to page 100 there's a guide of how to maim your way through Resident Evil. But we've not got any cheats for it. Sorry.

However, here's a couple for future reference for Resident Evil Director's Cut. Go to the level select screen, go up to advanced and then hold right. It should go green. Or alternatively, go to the new game screen and do the same to the normal option.

Thanks to Mark Harris for those cheats, but he didn't tell us what they do. Here's hoping they work...

FIRESTORM: THUNDER HAWK 2

Can I have the cheats for Fire Storm: Thunder Hawk 2?
Peter Craven

plus Frankly, no. How about the code for the last level instead? ItsT7GK28U25SCMM401. Enjoy.

THEME PARK

Is there a cheat on Theme Park where you can get loads of money?
Chris Walker

plus Surely. It's this. Enter your name as 'Bovine'. While playing, you can get more money by holding ■ +✕ +●.

This also allows you instant access to all rides, shops and attractions.

PIRACY

What are Sony doing to prevent piracy now and in the future? My friend plays pirate games that he copies on his PC using a CD writer on a chipped PlayStation. Would I get cash for grassing him up?
Name and address withheld to prevent a savage beating

plus Nope, no cash. The most likely thing you'd get would be a high-velocity PlayStation up your anal passage from your friend. Anyway, the main defence that there is against pirating CDs is that CD copiers are enormously expensive, and financially out of reach of the general public. If your mate can afford one of these hideously expensive items, why can't he afford to buy his own games?

BLOOD

I spent a couple of days playing Blood on my cousin's multimedia PC. It was quite honestly the best Doom clone I've ever played. The gameplay is orgasmic, the gore is fantastic, the range of weapons is ass-kicking and it is incredibly funny. I was wondering if it would be coming out for the Playstation in the near future?
Chris Heywood

plus Not that we know of, but the PlayStation does have a few mean Doom clones of its own. Try, er, Doom, Final Doom, Alien Trilogy, Exhumed, Disruptor, Dark Forces, Hexen, the soon-to-be-released Duke Nukem and forthcoming Quake and Hybrid

RAYMAN

Rayman: I've had it for months and can't get anywhere - are there any cheats?
Robbie Harrison

plus First question is - if you've had Rayman for months, why haven't you realised that it's an enormous steaming pile of cack yet?
A cheat for 99 lives is to pause and then press and hold L2 R1 L1 R2. Then release them in this order: L1 R1 L1 R2. Now press and let go of ▲. Now press and hold → ● ■ ✕ together and release them in this order → ✕ ■ ●. Unfortunately, doing this is probably more difficult than doing the game itself. How about entering your starting code as XNB9FM!!z2? for invulnerability or entering ↑ ↓ → ← after you've asked for a continue to get 10 more continues? And then how about not playing Rayman any more?

C&C CHEATS

Please could I have all the cheats for Command and Conquer?
Gareth Murphy

plus Here's a few codes that should have you annihilating your foes with style and ease.

For an instant extra $5,000 press → ↓ ↓ ← L1, ← → → ↓ ← When you resume play you'll be a richer man. If you want more bang for your buck, pause and press → ↓ ← ← ↓ → → ↓ ← ✕ ■ ●. Resume play and a tasty little air strike should be yours.

If even an air strike doesn't strike you as fitting the bill, this code should give you an ion cannon: pause and press → ↓ ← ← ↓ → → ↓ ← ✕ ■ ▲.

Okay. So an ion cannon just wasn't enough. Would a nuclear strike suit you, sir?

Just pause and press → ↓ ← ← ↓ → → ↓ ← ✕ ↑ ✕. When you resume play, an atomic holocaust should be at your disposal. That'll show em.

To get to the covert missions on either discs just enter the password 'covertops'.

To get to a secret mission on the GDI disc, enter the password as PATSUX.

Please be warned, we can't vouch for all of these cheats. We do our best, we really do, but we're only human...

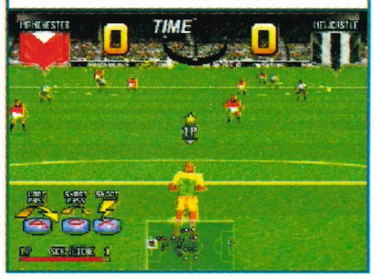
Adidas Power Soccer

Soccer shocker

I've tried to find the extra moves on Adidas Power Soccer, but I've had no luck in doing so. Can you help me?
Terry Fella

plus So you want to play a dirty game, do you, you unsporting little bastard? Fine by us. Most of these work only in Arcade mode: Back Flick - ● plus ▲. Back Heel - ■ plus ✕. MegaShot - ▲ plus ✕. Pull Shirt - ▲ plus ●, Dangerous Kick - ■ plus ✕ while in defence, Push with Both Arms - ▲ plus ✕ while in defence. If that's not enough, try this for size: to get the game's dream team, try pressing L2 R2 ■ ✕. And, just for a little extra amusement, in Arcade Mode, press ● and ■ on the commentator option to get a girl's voice. But don't worry: this girl knows the same amount about football as the male commentator.

plus A couple more tips for all you unsporting soccer fans: on Actua Soccer, hold SEL ↑ and ← on the title screen to get a hidden star player. If you're feeling greedy and one star player isn't enough, why not hold R1 L2 SEL ↑ and ← to get your mitts on the Gremlin Showbiz 11, an all-star team.



THEME HOSPITAL

You've said there would be no release for Theme Hospital, but elsewhere you said it would be out before Christmas. As a huge Bullfrog fan, I am anxious to add this game to my collection, so can you confirm a release and if so a date?
Julie Sullivan

plus Despite the rumours it had been canned, Theme Hospital is going to appear on the PlayStation. This should be happening sometime in the next year. EA haven't committed themselves to a definite date yet.

LEGACY OF KAIN

How do you get into the doll-maker's house in Legacy of Kain? I realise the answer is probably blatantly obvious, but I can't figure it out.
James Taylor

plus You need the Spirit Wrack spell to get into the Dollmaker's house. You can get your mitts on this nifty little bit of black magic to the North of Willendorf: you should see a bat beacon next to a group of tents - the spell is in a cave near there. You'll resurface from the cave next to a Nemesis keep, and this is a fine place to practice the spell. Happy Wracking!

TEKKEN 2

What are the cheat codes for Tekken 2?
Christopher Jones

plus I guess you're probably wanting cheats to make yourself ridiculously tough and let you play as new, weird and groovy fighters. I guess

»

Street Fighter Ex Plus Alpha

Loadsa tips for Street Fighter. Don't thank us, thank Gary Smith

Any tips for Street Fighter Ex Plus Alpha? I've been a big Street Fighter fan for years and would like tips on hidden fighters etc for the latest outing.
Dave Wilson

plus Tips, you say? Here we go. Big shout to Gary Smith for these tips. Gary, if you'd care to write back and explain what you meant when you described yourself as a 'shit hot spunk monkey' we'd be dead interested. It sounds messy.

Some silly-ish tips to start:
To view your hit counts in Survival mode, push SEL Hmmm. Useful. Even more useful is this one: in Team Battle, when selecting your blokes, first hold down L2 then hold down SEL. Your people should be replaced with ?s instead of faces. Just what you always wanted, I bet.

Slightly more useful: for a bonus Street Fighter 2 barrel game, highlight practice mode, press ST then ↑ → ↑ → ↑ ST. A message should appear, and there'll be a new bonus option in there under practice mode.

If you ever tire of the barrels, here's a step by step guide to picking up those hidden fighters in the tantalising boxes you can't get at. And then some more fighters.

In Expert mode, when you complete certain tasks you get points. When you've got enough of these points in the bag, hidden fighters will be at your command. More points, more fighters: quite simple really.

Evil Ryu: 100 points
Evil Hokuto: 200 points
Gamma: 300 points
Beta: 400 points

Once you've got ridiculously large amounts of points, you can get new resprays of other characters - basically you can get yer hands on the ones you fight during Arcade mode, so they take less damage and give out more.

To select these beefed up characters, just highlight 'em and hold ST. The green bar will vanish in Arcade mode or in other modes the selection box will turn yellow. Now push any button to pick them.

2nd Bison: 600 points
2nd Garuda: 800 points
2nd Gouki: 1000 points

When you have all seven of these new fighters at your fingertips, what then? You've only spent four sleepless months playing Streetfighter surrounded by empty takeout boxes and stale underwear. Obviously, you want more. Well, fortunately, so did Gary Smith.

He tells us that a little barrel will appear to keep track of your missions. When you clock up 220 (!), an Options Plus menu will appear. Keep at it and complete the game in various ways, and you'll get more and more options.

That enough for you? It wasn't enough for the tireless Gary. To fight as the computer controlled Akuma, follow these 'simple' steps. Once you've got that Options Plus menu up, and you've played enough to get the Enemies Plus option, bang that on, and limber up those joypad fingers.

You've got to battle up to Bison without losing a round. During the fight, Akuma will appear. Once you've caned Akuma, a new option will appear on that Options Plus menu.

Christ. You're still not Streetfighted out? Try this. To fight a computer controlled Garuda, you've got to have that Options Plus menu up. Then you've got to (deep breath) get two perfects and four super combo finishes before battle ten, plus you have to perform a level 3 Super Combo finish. Also, each character has at least once got to perform a combo with a set number of hits: basically most of them have got to do a seven hit combo. But (and of course there's a but) if you're using one of the bonus characters, you're probably going to have to do a 13-hit combo. I'd advise starting on those Yogic finger exercises.

plus Thanks again to Gary for this lot. By the way Gary, when you ended your letter with 'That's all I've come across so far, I'm sure I'll have more for you', you scared us. Play something else, Gary. For our sake.



■ That Gary Smith bloke said that if I got the menu up and...



■ ...then did three perfect 90-hit treble combos playing as Akuma



■ I would have no fingers left at all. Blimmin' eck

you'll be a bit disappointed with these then: to give the characters big heads, hold select when you're choosing a character.

This'll only work once you've made all the characters available, though.

Also, to play with first person perspective, try holding L1 and L2 when selecting a character.

KING OF FIGHTERS 95

How can I get King of Fighters 95? I have checked most of my local shops, but can't find it.
Mark Chow

plus You will never be able to find King of Fighters 95 in any shop. It's a rental-only game, along with Namco Museum 5 and Steel Rain.

DESCENT

Are there any cheats for Descent? Thanks.
A desperate gamer

plus Righty: check these out. For all level access, press □ □ □ △ ○ ○ □ △ ○ □ □.

For mega weapons, try out:
△ □ ○ ✕ △ □ ✕ △ □ ✕ ○, Left.

For invulnerability, use this:
□ △ ○ □ □ △ ○ ○ □ ✕.

For a bit of gratuitous surrealism, bash this in: □ △ ○ □ □ △ ○ ○ □ △ □ ✕ △ ✕ □ △. All the colours should go, like, really weird. Man.

EXCALIBUR

I am stuck on Excalibur on Level 4: I can't locate the Phoenix egg.
Colin Hale

plus Stuck in the sewer, are we? This'll unstick you. Kill the Ratman and then talk to the Cripple: he should give you a key that gets you into the room with the Phoenix egg.

WIPEOUT

Are there any cheats for WipEout?
Leon Campbell

plus How's this? When you're counting down to a race, just pause the game and change the CD track to 'WipEout'. When the game starts up, it should be going at half-speed. Hey presto! Your scorching sci-fi racer should have slowed down to a really dull sluggish pace.

If that doesn't appeal, why not try this - to access the hidden circuit Firestar, go to the 'Select number of players' screen and highlight One Player. Press and hold L1 R1, Right, Start, □ ○ and then press ✕. Also, if you're not good enough to get to the Rapier Class races the honest way, go to the same 'number of players' screen and press and hold L2 R2, ← ST and SEL. Again, press ✕. Next!

ALONE IN THE DARK

Could you please give me all the cheats for Alone in the Dark: Jack is Back, because I am really stuck.
Jack McLachlan

plus Cheats? Out of luck. Here's a quite useful bug, though. When you have a sword, close on the door and make the dive attack - the one where you make one step forward while attacking. You should be able to pass through some of the game's doors and walls. This one isn't super-reliable though, so don't come crying to us.

TEKKEN

On Tekken, I can't get Devil Kazuya, even though have got the double Galagas: I always lose more than once. Please, tell me an easier way!
Gary Bible

plus Sorry Gary. Keep practising. That's all the help we can offer.

RESIDENT EVIL 2

Resident Evil 2 - why has it taken so long?
Tom Chapman

plus First of all, the developers were working on a version that looked very, very similar to the first Resident Evil.

They then decided to work a bit harder and come up with something with a bit more pizzazz. And when Res 2 does hit the shelves this year, you'll see lots of pizzazz. In fact, you'll see more pizzazz than you could shake a stick at. So don't complain.

FOOTBALL

What is the best footballing game to get? I don't know, because I only got my Playstation on the 10th October. Thanks.
Marc Francey

plus Get your hands around ISS Pro. That's what we reckon, and we've had our PlayStations for ages. So we know.

TWISTED METAL 2

I've heard there are secret stages on Twisted Metal 2: if there are, can you tell me how to get to them, please?
Alan Thomas

plus Give these a bang, but we can't vouch for 'em, sad to say: on the track selection screen for a two-player challenge match, type in ↑ ↓ → R1 to play the Jet Moto level.

If you fancy the Rooftops level, type in ↓ ← R1 ↓. For the Cuburbia level, try: ↓ ↑ L1 R1

Time Crisis

Some helpful hints

When you're choosing which enemies to plug, forget the blue blokes. They're so innacurate that they basically always miss. Save 'em up for a leisurely massacre once you've gunned down all the red blokes.



When you're choosing which red geezer to drill, go for the light brown ones, since they are especially lethal, and have a hit rate of nearly 100%. After that, move on to guys with really large firearms. Keep on moving down till you hit the penknives and popguns level.



Hitting the yellow enemies'll get you a little time bonus, but plug one of the tiny people mooching around in the far background, and you'll get a man-sized two second bonus.

If you fancy yourself as a bit of a Deadeye Dick, then try and hit forty enemies in succession and you'll get a free life. Be warned - if just one of your bullets fails to find flesh, you'll have to do the whole forty again. Ouch.

When you give a bad guy his first taste of hot lead, don't wait around to follow up with main course and dessert. Rapid fire is the order of the day, and if you let them bounce back, you'll be losing precious seconds.

Toe tappin' fun: although Namco recommend a set of steering wheel pedals plugged into the second joypad socket as a good substitute for the arcade's duck pedal, we reckon you can do just as well, and a lot cheaper, with a second joypad.

This of course means that you have to take off a sock to tap those tiny buttons, so make sure you've washed within the last couple of weeks. Alternatively, just wait till there's no one else around.



ABE'S ODDYSEE

Can you tell me what to do to get past the first Mudokon on Scrabania and Paramonia? However long I mimic them for, bugger all happens.
I phoned the hint and tip service featured inside the game booklet, and their tips turned out to be a load of bollocks, and a waste of loads of money on telephone calls.
Giles Warren

plus Hmmm. It seems quite a few of you are having problems getting your bug-eyed mates to respond politely to your sequences of whistles and farts. The secret is to always make sure that you've let your little green chum say 'Hello' again once you've bollocksed up your sequence. If you just keep trying without going through the pleasantries, it'll all be in vain, and you won't get through.

PANDEMONIUM

I know Pandemonium 2's going to be out soon, but I'm still a bit stuck on the last one. Could you help me out with some cheats?
Bill Wickstead

plus As it happens, we have got a couple of Pandemonium cheats gathering dust round here. Try these for size:

At the password screen, enter
HARDBODY for invulnerability
VITAMINS for extra lives
BORNFREE for the ability to go to any world at will
TOMMYBOY for the exciting opportunity to play pinball inbetween levels

There's also a cheat to make all the enemies in the game invincible. If you're feeling particularly tough or stupid, type EVILDEAD and watch them make mincemeat of you.

MICRO MACHINES

Any cheats up for grabs for Micro Machines?
Jeff Woad

plus How about this? Pause the game, and bash in ● ✕ ● △ ■ ✕ ● △ and then press ■ and ● at the same time. You should find the other cars have slowed down to a snail's pace and you'll romp to victory with ease.

OLYMPIC GAMES

Can I have cheats for Olympic Games? Can I have Soul Blade cheats? Can I have Fifa 97 cheats? Can I have Sim City 2000 cheats?
Stephen Graham

plus We've heard that if you leave a Playstation running continuously for twenty hours with Soul Blade on it, then you get to play as Soul Edge. This could be utter shit, though, and we haven't wanted our PlayStations to get so hot you could fry eggs on them, so we've left it well alone. And, no, you can't have cheats for Olympic games.

Nope, not for Fifa 97 either. And let me check... no, you can't have any for Sim City 2000. That's that settled then.

DARKLIGHT CONFLICT

Darklight Conflict: it's a bit difficult for me. Have you got any cheats, please? PS Great mag, keep up the good work.
Roy Koruth

plus Here's a whole cheat menu to get your teeth into: at the options menu, fire in ↓ ↓ ↑ ■ ← ← L1 R1 ● . Enjoy.

JUVENILE DELINQUENCY

I haven't got a Playstation yet but will have for Christmas. Could you tell me the newest and best games to buy? PS If it's an 18 my mum will buy it.
Joe Charles

plus Well, Joe, you should probably go for Final Fantasy VII and Tomb Raider 2. Neither of these are eighteens so your poor mum won't have to go and do your dirty work for you.

By the way, if yer ma really is that obliging at buying dodgy merchandise for you, could you tell her to go and get me another copy of Anal Maniacs do Hollywood? Mine's gone missing.

STAR WARS

Is there a Star Wars game planned for the PlayStation like the one for the Nintendo 64.
David Crane

plus There isn't a Star Wars game planned for the PlayStation at the minute, but never fear. You can get your fix of Darth and the gang with Dark Forces, where you get to use heavy-duty firepower against stormtroopers and the like. Cool. Rebel Assault 2's another Star Wars-based effort, but it's a bit crap, to be honest.

WARHAMMER

Have you any cheats for Shadow of the Horned Rat?
Andrew Pearson

plus Nope. No cheats. It's slaves of darkness like Horned Rats who cheat, anyway: if you're going to defend the empire with a shred of honour you shouldn't be asking for cheats. So there.

Broken Sword

Help is at hand

How the hell do you get out of Montfacon in Broken Sword with the boat thing in the sewer?
Carl Ross

plus Lots of you still seem to be stuck on the trickier points of Broken Sword: the good news is that we've done a comprehensive guide in issue 15. You can order this by phoning 01858 435350. Although we would obviously like you to give us your money, here's a couple of Broken Sword tips absolutely free: To get out of Montfacon sewers: examine the arch on the far right and use the sewer key to break a hole in the plaster. Yank the lever. Examine the mechanism inside before boarding the boat, moving the boom over to the right hand path. Lower the chain and the hook, attaching it to the exposed cog. Board the boat and turn the winch before entering the next room. That do for you? Also: the infamous 'goat' conundrum - solved! Walk up to the goat to the right of the trough, and when you get knocked over, click on the plough on the far left. That's all. Don't ask us again.



PLAYSTATION PROBLEM?

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It won't cost you anything to send us a question about games, tips, moves, cheats, release dates, gear etc. All you need to do is just write your question on this form, rip out the page, and follow the instructions on the next page.

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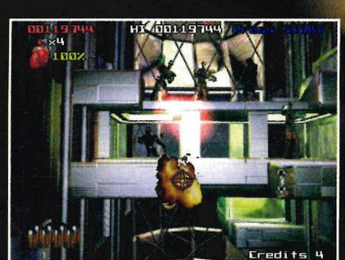
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PlayStation

Gremlin INTERACTIVE

DOCTOR DOCTOR!

I don't know which game to buy!

You lot are always asking us which game you should buy. We just tell you what we think is the best. But what if there were some highly scientific way of telling which game is best for you? We asked famous psychiatrist Doctor Skiddytrollies to come up with a head-testing quiz to tell you what sort of gamer you are and what the perfect game for you is!

1 Which of these statements best describes you...

A. I have a very short attention span. I get bored very easily. What was the question again?
B. I spend a lot of time in my bedroom reading Terry Pratchett novels. My hero is Gandalf out of the Hobbit. I have no friends and even my parents think I'm weird.
C. I have recently enrolled on a flower arranging course. My favourite smell is lavender. Aren't puppies just the cutest?

2 What's your bedroom like?

A. Messy man. I just chucked my clothes off when I got in drunk last night and they're all over the floor. Got my PlayStation in one corner and my decks in another. Kickin' tunes anybody? Large!
B. I've got lots and lots of books in my room. Plus my PlayStation, a TV, video and all my scale models of wizards and dragons. Er, my family don't really like me very much so I've also got all the food I need. And, um, a chemical toilet for when I need to go.
C. I've recently finished crocheting myself a new duvet cover. It goes really well with my curtains. I'm going to be changing my pot pourri tomorrow.

3 Apart from videogames, what really gets you excited?

A. Mac 10s, Uzis, rocket launchers, big fast cars, Bruce Willis films, fit 'n' foxy babes, largin' it up at The Ministry of Sound with all my mates. Bangin'!
B. Dungeons and Dragons
C. A picture of a kitten and a Labrador puppy in a wicker basket.

4 You're in a nightclub do you

A. Rave on man! Get on the dancefloor and large it all night with DJ Pebblepants mixing it up good style. Big up to the posse!
B. Walk around it until I know the full layout, then go back home, sketch it as a map and be the first to post it on the internet..
C. Leave at once. Those places are far too loud and they're always full of drunken yobs. Yuk.

5 Who's your ideal woman?

A. For looks it would have to be Jo Guest. For brains, Louise. I really dig Nina Williams out of Tekken 2 and Lara's a bit of all right. Phwoar!
B. Lara Croft's a woman isn't she? Her then. And the girls out of Final Fantasy VII and, er, any girls that appear in videogames really.
C. This isn't a question I can really answer at this point in my life.

6 If you won the lottery what you spend the money on?

A. I'd pay Jo Guest to be my girlfriend. And I'd get a Ferrari. And a bloody huge gun! Monster!
B. I'd move to Amsterdam. They don't have censorship there you know. Then I'd buy an arcade - so I could play on the machines all day, heh heh.. And set up my own fanzine for people like me everywhere. And let's put it this way, I think I'd make some importer very happy!
C. Since I don't waste my money on the lottery I'm hardly likely to win it am I?

7 What's your favourite film?

A. Speed. Full-on action from start to finish. And it's got Sandra Bullock in it. She rocks!
B. Mortal Kombat. but only in its uncut US edition. I believe there was a special widescreen version released with a scratch and sniff cover.
C. Bambi. Aren't those baby deer just the cutest? Oh, how I cried at the end of it.

8 You're robbing a bank. Which bit do you enjoy best?

A. Running in with all guns blazing. There's a security guard hiding behind that pillar. Bang! Capped his ass! Then the high-speed chase with the police on my tail.
B. The strategy and the planning to get into the level, er, I mean bank. Then cracking the safe code.
C. Creating a kind of bond between me and the hostages. Did you know that in situations like these the most amazing friendships can be formed?

9 Who's your favourite band?

A. Oasis. Top tunes, top attitude. Either them or Prodigy or the Chemical Brothers. Techno!
B. Can you buy music without a game attached to it? Blimey. you learn something new every day don't you?
C. I'd have to say Boyzone, although whenever I see Peter Andre on Top of the Pops I feel all - I don't know - sort of 'funny' I wish I knew why.

10 A cool car passes you in the street, what do you think?

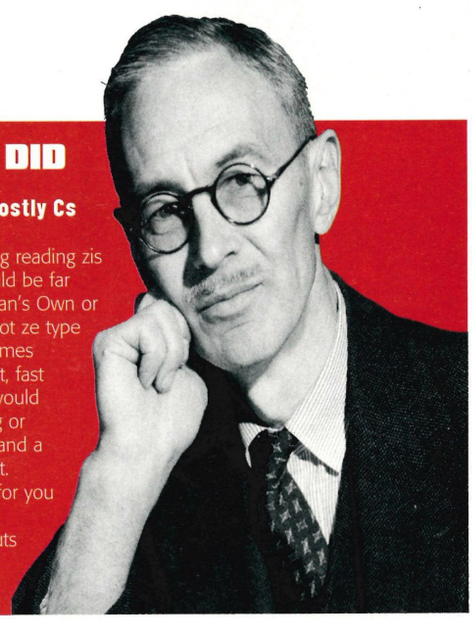
A. I'd check it out to see if a cool babe's driving it. Did you know it's a proven scientific fact that the best lookin' babes drive VW Golf softtops? Hot!
B. Gotta take the driver out. Coupla shots to the windscreen should do it. Christ! He's comin' right at me!
C. I'd wonder what it smells like inside. Don't you just love the smell of a new car?

11 Your best mate has just split up with his girlfriend (she was two timing him) how do you comfort him.

A. I'd take him out on the town. Have a few beers, back to mine for a mega-session on Micro Machines V3. Wah-hey!
B. What's a girlfriend? No, don't tell me. That was what George had in Broken Sword 2 wasn't it?
C. Two-timing! How awful. Do you remember when Phil did that to Kathy in Eastenders?

12 Your team has just lost the FA Cup on penalties. How do you react?

A. Jesus mate, don't. I suppose I'd go to the pub and drown my sorrows.
B. Restart the game and try again, of course.
C. They don't have an FA Cup for netball.



AND NOW DOCTOR SKIDDYTROLLIES TELLS YOU HOW YOU DID



If you scored mostly As you are ze:
Speed Freak: Personality profile: You are ze fast-living kind of hot doggie who likes nozing better zan an evening in one of your nightclubs followed by a heavy session on your PlayStation, yes? Videogames is somezing you enjoy but it does not rule your life. I zink zis a well-balanced kind of lifestyle. Because of ze way you lead your life it seems you like ze fast games yes? Ze fast women, too if know you, you hot-blooded young vipper-snapper.
Recommended games: Rage Racer, V-Rally, WipEout 2097, Time Crisis, Doom, Tekken Anything wiz driving, shooting or beating up in it, yes?



If you scored mostly Bs you are ze:
Anorak: Personality Profile: Oh dear me. I vould say you spend too much time in front of games and not enough going out and enjoying ze vorld. Ze vorld it is a beautiful place, but you prefer ze world of games, yes? Because it is a vorld vich you control. Zis means you are a control freak. Vun moment a game, ze next ze world! Arrest zis man! He is a danger to society.
Recommended games: You are not so fussy as long as it is a game. But ze ones you prefer are ze adventures and strategy Final Fantasy VII, Suikoden, Command and Conquer and Syndicate Wars.



If you scored mostly Cs you are ze:
Ponce: Vot are doing reading zis magazine? You vould be far more at home reading ze Woman's Own or Bella magazine. You are really not ze type of person to be playing videogames because most games are violent, fast zings vich do not suit you. You vould prefer to be doing ze crocheting or looking at a picture of a puppy and a kitten in a jolly old wicker basket.
Recommended games: Luckily for you zer are some games on ze PlayStation to suit you: Aquanauts Holiday, Rayman, Rosco McQueen. Poncey stuff, yes?

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Rated

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HOW WE RATE STUFF

0-50%	Total toss
51-60%	Just toss
61-70%	Only okay
71-80%	Good, not great
81-90%	Almost classic
91-100%	Essential play

Rent it	winner	import
Good game, but maybe a bit limited or not worth buying	A really great game (91% plus) you've just got to play	Available in the UK on import only from specialist shops



Crash Bandicoot 2: The bandicoot's back for more platforming frolics. Better than the first one? Yep

RATED THIS MONTH

p112 Crash Bandicoot 2
runny, jumpy action in superior sequel

p114 Judge Dredd
He is the law!

p115 Mortal Kombat Mythologies
Fight through this mystical adventure

p119 MDK
Good looking armed-to-the-teeth shooter

p120 Maximum Force
Crap lightgun game

p121 Broken Sword 2
Mystery and adventures await

p124 Monopoly
Do not pass Go, do not collect £200

p124 C&C: Red Alert
Let's go to war!

p126 Power Soccer 2
A bit of an own goal really

p128 Risk
More board game laffs

p128 Tennis Arena
On court with weird tennis pros

p129 Actua Soccer 2
Goal! An absolute scorcher

p134 Formula Karts
On your marks...

p134 Z
Comedy robots at war

p135 Test Drive 4
Never gets out of first gear

p136 NBA Live 98
Cock-a-hoop basketball

p138 Namco Museum 5
Another trip into Namco's past

p138 Resident Evil: DC
Return of the living dead

p139 Tocca Touring Car
Rev it up, and let it go...

p142 Jersey Devil
The purple superhero

p143 Discworld 2
Oh good, more Terry Pratchett

p144 Super football Champ
A definite own goal

...All rated and scored
We played 'em 'till our fingers bled

plus The Knowledge

Get sussed! Our honest scores on every PlayStation game ever released... PLUS! Game gear, best deals, charts, net sites, imports and lots of other stuff. Starts p149



■**OUT** DECEMBER ■**BY** SCEE ■**COSTS** £39.99 ■**PLAYERS** 1 ■**COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD

CRASH BANDICOOT 2

Have fun with small animals without unwelcome attention from social workers and policemen. The Bandicoot rides again...

The evil Dr Cortex is back. That means it's time for one pointy-eared orange thing to prepare for platform-based death at the hands of an army of psychotic penguins and other undesirables. The pit traps are ready, the sinking hippos have been fed and watered - would Sir care to step this way?

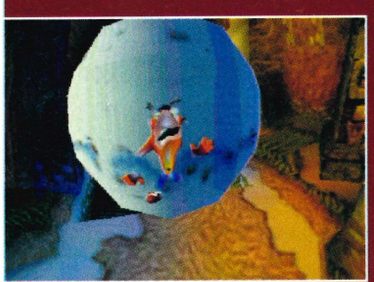
What we like

Death becomes him

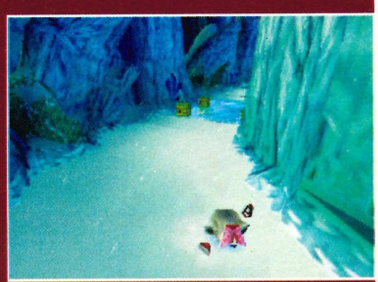
Death! It's always a couple of seconds away for Mr C Bandicoot. And every time the orange fella cops it, you get to see different animated scenes of his demise. Crash gets mashed into giant snowballs, fried on electric fences, frozen, burnt and eaten alive. Cruelty to animals has never been this much fun.



■ Bzzzzt! Aaargh! And other appropriate sound effects as Crash gets fried alive



■ The old 'giant snowball' gag never fails



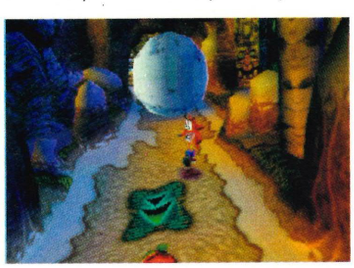
■ All that's left is his tasteful purple pants...

Hey good looking

The bandicoot's a fine-looking beast. Mmmm yes. Graphics are colourful and varied, and there's enough bits of cartoony flashiness to make sure you won't lose your stiffy.



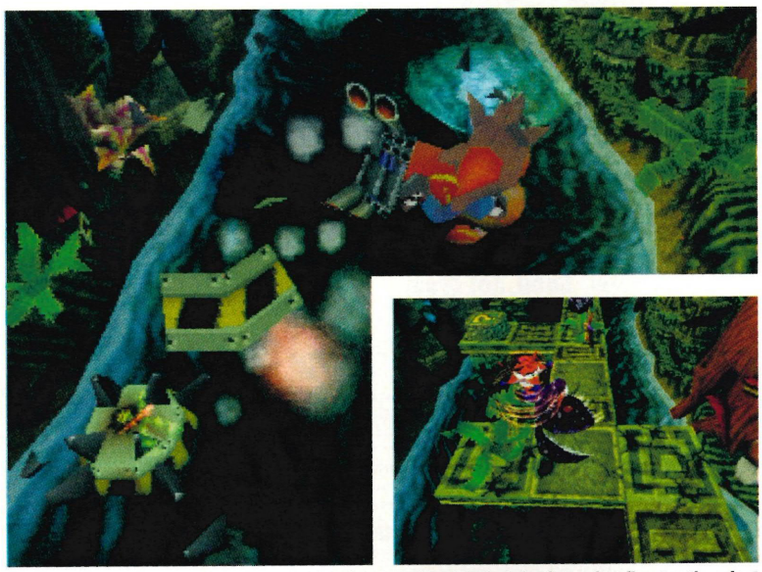
■ The bit where you get sucked into this swirly thing is dead good



■ Crash flees in terror. But I guess that is a bloody big snowball.

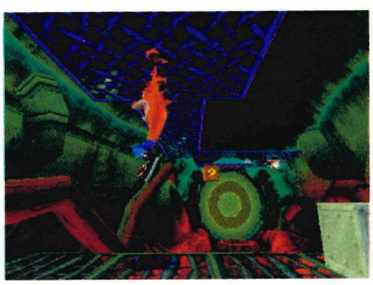
Gameplay

Platforms is the name of the game here. You've gotta get Monsieur Bandicoot scooting through level after level of tricky jumps, weird creatures and bloody great holes in the ground. Sound simple? Just you wait. There's lotsa levels, and some of them are real knuckle-knotters. Don't say we didn't warn you...

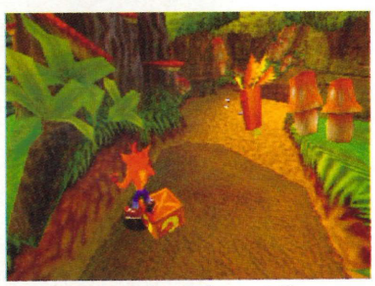


■ Flying lessons courtesy of an enormous bomb

■ About to deal death to a bandicoot-eating plant



■ Hanging tough: the old monkey bars gambit



■ Aaargh! A pool of gooey brown stuff



■ Crash takes out some of his pent-up aggression on some crates. And some apples

Collect bonuses!

Bandicoots don't work for nothing you know. Old Crash demands a high price for being shredded, flattened and incinerated every few seconds.

Just like the first Crash Bandicoot a constant supply of apples is what the ginger beast wants. Sounds a touch steep to us. Once he's got a real pocketful of 'em - 100 to be precise - he gets a new life. He'll need all the lives he can get since being killed every few seconds is a ongoing feature of the game. An apple a day keeps the evil Dr Cortex away. Or something.





1 Look! Boxes full of delicious orchard fruits! 2 Give it a bit of the old Taz action, the spinning, jumping way... 3 This box contains a thing that makes you a bit tougher

The spice of life

Crash is a bandicoot of many talents. Although his speciality is a 500 metre hurdle with giant penguins and purple vultures standing in as the fences, he can turn his hand to crawling, sliding, surfing and bear-riding. He's so versatile it's surprising he can't find a better job than falling down holes in pursuit of moustachioed mad scientists...



■ **Crash pumps it up on a surfboard thingy**



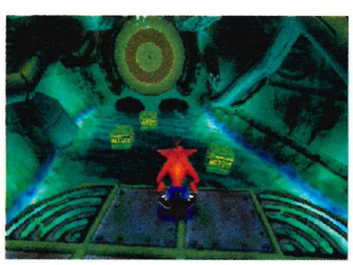
■ **Torvill and Dean, but with boxes of explosives**

Beat the Bandicoot

Crash one was a bit of a groundbreaker in its day. So what has Son of Bandicoot got to offer that's new? For a start, you can now choose which levels to go to from sets of five, which is a huge bonus in any tricky platformer. There's a bit more variation in the levels as well. Don't get us wrong, this isn't a head-to-toe revamp of the original, but it's been tinkered with delicately. And we approve.



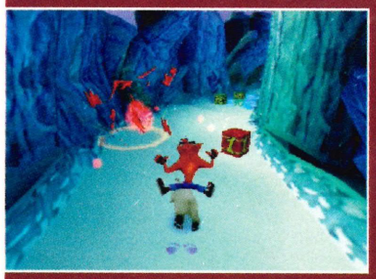
■ **Crash has still got his insatiable appetite for boxes full of apples...**



■ **But he's got a bit more leeway in which way he wants to go to get 'em**

Ridethrough

Here's a taste of what ginger whiskers'll be up against. Crash spots a revoltingly cute bear. He jumps on it. But this is no ordinary bear: it goes zero to sixty in about four seconds. Oh shit, there's lots of bombs and killer whales in the way.Hold on tight! Here we go!



■ **Oops. That'll be a box of bombs then**



■ **How do they get that whale in that pond?**



■ **You've gotta get your mount to jump over the funny statue type things. Or it's curtains**



■ **Riding along on the crest of a wave and you've gotta give this little bastard a neat sidestep**

plus

We'd like to say...

OK. We admit it. Crash ain't really a 3D thang. He can't do that wandering around bit that the other platform lads can. He really does just have to run pretty much in one direction. Fair point. He's a backward child. But Crash is a speedy little beggar, and the whole running in one direction bit is a lotta laughs when it's done at nearly the speed of sound. We like.

»

Crash Bandicoot wallop

Every conceivable flavour of platform mayhem is there in Crash Bandicoot 2. Bonus levels, platforms that sink, platforms that you have to blow up - they're all there in spades.

There's plenty to tempt Crash back onto the platforms too: the levels are filled with lots of little bonuses hidden in all sorts of weird places. And you know you're a ponce if you don't get them all...

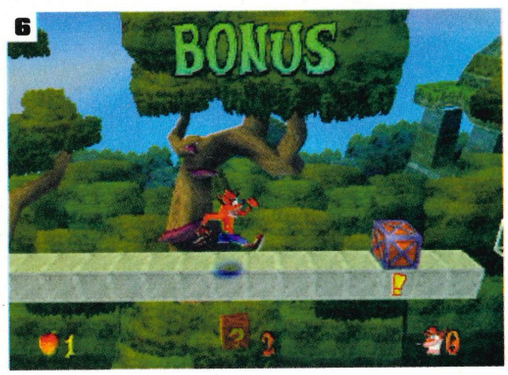


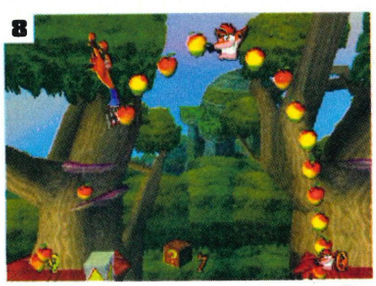


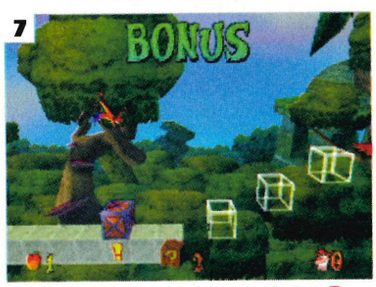












1 It's tricky using a surfboard to collect boxes 2 It's trickier when you have to skate round mines 3 Jump to collect bonuses 4 You've got to make the block appear 5 The hippo sinks if you step on it 6 The bonus level's full of puzzles 7 A bellyflop should do it 8 Bonus bits are ace for bouncy bits. Groovy

Crash has only changed a little, but he's changed for the best. Bless his little orange ears. More apples than you can eat, and top high-speed platform action. **Rob**

PlayStation plus
RATED 87%

■ **OUT** SEPTEMBER ■ **BY** GREMLIN ■ **COSTS** £34.99 ■ **PLAYERS** 1-2
■ **COMPATIBILITIES** LIGHTGUN, MEMORY CARD

JUDGE DREDD

Grab your piece! It's time to point a bit of ugly lookin' plastic at your TV screen and pretend you're one bad mofo.

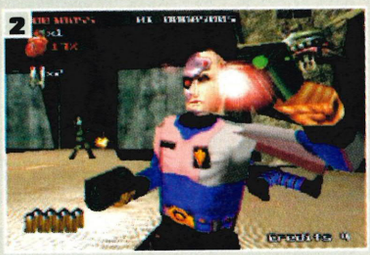
As far as lightgun games go, Time Crisis is the big daddy. And not just 'cos it's a monster game. No, there's also the G-Con45 gun which comes with it. And with a piece that good, there had to be more games using it. Step forward Judge Dredd.

Gameplay

Whaddaya expect? It's a lightgun game! This means the game takes you by the hand leads you through a load of levels (16 in this case) while you shoot the shit out of everything that shoots at you. Not only that but our Dredd also has to contend with dumb-ass citizens walking around. D'oh!

The silver-hatted grumpy boots can also grab pick-ups giving him better weapons more lives etc. Oh, and there are also different routes you can take depending on your shooting skills











1 Pick up your lightgun. Shoot the guys shooting you 2 Some guys will try and kick you. Shoot them too 3 Machines don't like you either. Shoot them 4 Civilians are innocent. Don't shoot them 5 As you get further, just shoot everything on the screen

What we like

Two-player game

Judge Dredd has a cool two-player mode so you and a mate can battle scary androids and nutjob machinery together. At the end of each level the game tots up how well you're doing so you can laugh at your friend for only killing half the perps you did. The two-player mode is a big bonus for playing with a mate but remember arm yourself with two lightguns and you can be a two-handed one-player. The ultimate in Quentin Tarantino cool.



■ Here's you and your pal going into Mega City One



■ Levels are the same as one-player but with more baddies



■ You still get the stupid citizens though

Cutscenes

Yeah, so the actual game might not have a lot to do with Judge Dredd (see We'd Like to Say) but they've tried to make up for that with cool bits in between levels explaining the story. We won't bore you with the plot, but Dredd sounds like Clint Eastwood.



■ He's the enemy. Not very scary-looking is he?



■ He's the hostage. He's electric



■ Va-Va-Voom! Is this your bird?



■ This is your boss. Eyepatch shows experience and courage

plus

We'd like to say...

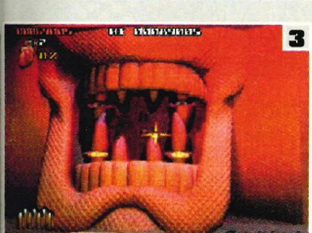
Judge Dredd it may say on the box and Judge Dredd it might be in the cutscenes, but in the game itself...? Where is the lawgiver (his gun)? The Lawmaster (his bike)? Where are some of the enemies we know and love? Is this just a normal gun game with the Judge Dredd name bolted on? Hmm...

Sharpshooting

As well as tons of perps to kil lthere's also the small matter of the deadly machinery lying about the place. The really bad mothers like hovering speaceships or tanks appear at the end of levels. You need all your sharp shooting skills to knock these out since killing them usually means aiming at some tiny target area. So DON'T EVEN THINK ABOUT playing this with any gun besides the the G-Con45 'cos you just won't get the accuracy you need.









1 Take these out by firing at the turret **2** Not sure exactly where to aim for here. Go the cockpit **3** Wow it's a bit of Judge Death. Shoot gems to kill him **4** yet another end-of-level nasty

Rent it There's nothing wrong with Judge Dredd: it's fast-moving, it looks good and it plays well. But there's nothing that really makes it stand out. **Andrew**

PlayStation plus

RATED 73%

■ **OUT** OCTOBER ■ **BY** VIRGIN ■ **COSTS** £44.99 ■ **PLAYERS** 1-2
■ **COMPATIBILITIES** JOYPAD

MORTAL KOMBAT MYTHOLOGIES

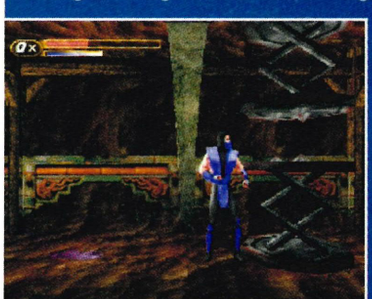
Mortal Kombat has once more risen from the dead. Is it just our eyesight, or is it looking a bit mouldy this time round?

Take one 2D bash 'em up that's showing its age quite badly. Dust it off, and stick on a few deathtraps and platformy bits over the bald patches. Shove a couple of bits of FMV on the end. Hey presto! What have you got? Erm, well, a big steaming bucket of krap, to be honest.

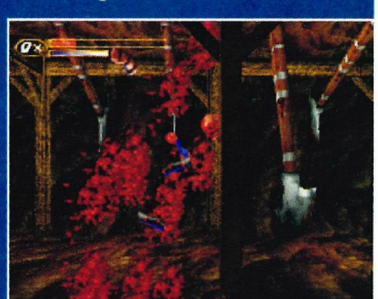
What we don't like

Boring, boring, boring

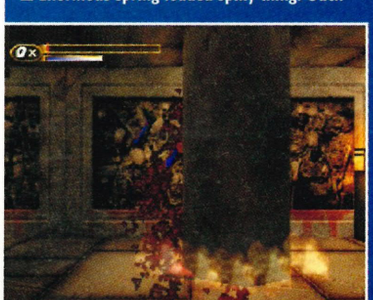
Your hero Sub Zero can't take two steps without being pulped by some enormous squidging device. Opportunities to become meat paste are everywhere. The traps are lethal and stupidly random: you'll be walking along and then it's 'Oh. An enormous hammer' as gory slush fountains out from under some huge crushing device. Super duper. Every single trap is just a case of waiting for it to go off and then running past. Thrills galore. Or not.



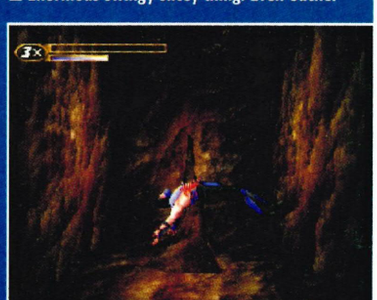
■ Enormous spring loaded spiky thing. Ouch



■ Enormous swingy slicey thing. Even oucher



■ Enormous hammer-type thing. The ouchest



■ Spike down hole This isn't getting interesting

Kombat

Apart from dodging enormous hammers and stuff, Mortal Kombat's still the same old Mortal Kombat. It's an unstoppable stream of 2D beatings, with Sub Zero battering and special-moving his way through hundreds of bad people.

There are a couple of new things: this time, you have to gain experience points to get to use your special moves. And you only get to play the one character. And you don't get to beat up your mates. So that'll be a lot less fun all round, then.



■ Same old same old, really. Yawn.

»

It's hard

Luckily, the wise people down at Mortal Kombat central realised quickly just peppering the game with random instant death traps wouldn't make it quite hard enough. In their infinite wisdom, they also rammed it full of bits where you get murdered by two people at once.

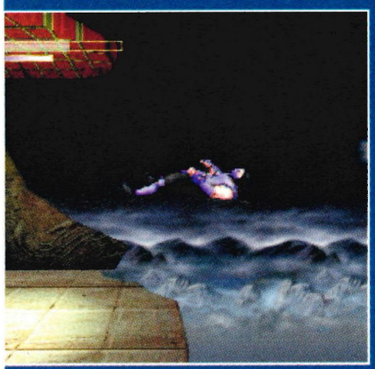
The Mythological fun really kicks off as you get bounced helplessly between two bloodthirsty thugs, taking random hits from each! Even better, the thugs are also quite skilled at shoving you under enormous hammers and stuff! Now that's what I call gameplay. Actually on second thought, that's what I call a big bag of shite.



■ Sub-zero gets Mortal vs two baldies...

Krap trap

Here's a particularly piss-poor example of a Mortal Kombat trap. You look across at this empty void and you think 'Well, the game's so horribly linear that there really does have to be something out there to land on', and you give it a go. Voila! A predictable air current lifts you over the gap. Except for the random times when the air current forgets to turn on. Oops. Back to the start of the level you go.



■ There's a strange levitation effect when you fly into the convenient gust of wind

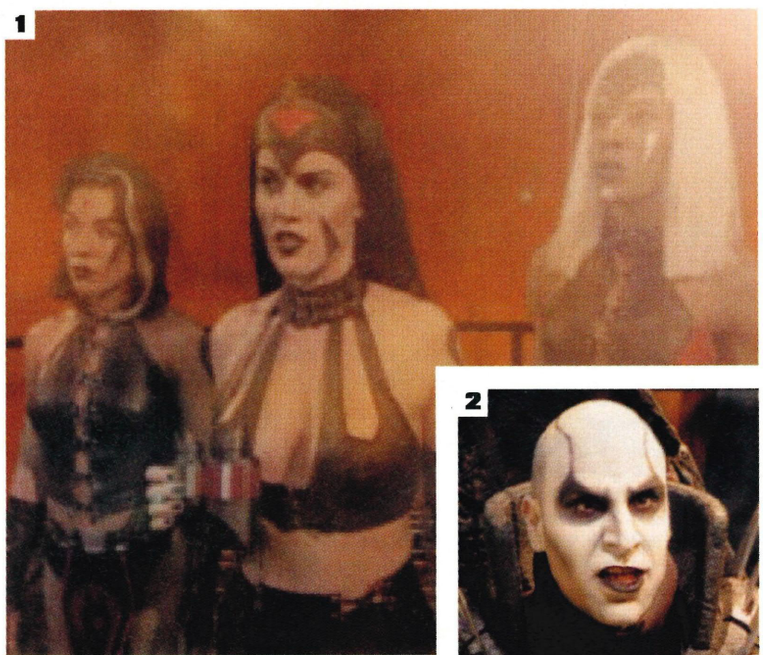


■ Except when the strange levitation bit doesn't work. This happens instead

Groovy graphics

Those krazy Kombat kids have put in a couple of film bits and a few other bits where Sub Zero moves into the background. Hell, they even went the full Monty and put in two bits where the 2D action turns round a bend. Mmmm. That's graphical flair for you.

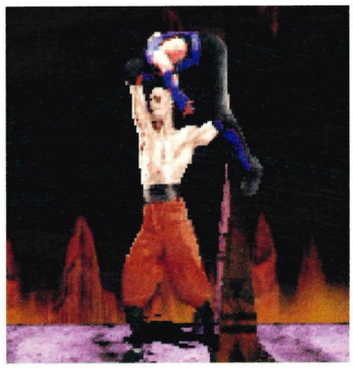
The other 99 per cent of the game is still the same old Mortal Kombat graphics from when it was first released for steam-powered game consoles back in 1847. But we don't mind. No, really, we don't.



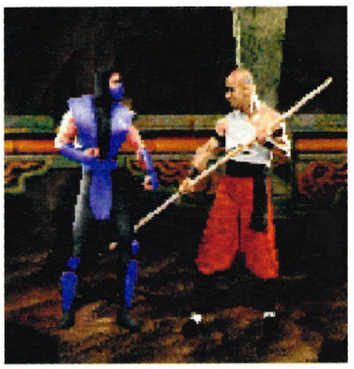
1 Obligatory goth girl with big knockers tries hard to be sinister **2** Evil boss man tries hard not to look like a pantomime villain

Enemies

Here's a few of the bad lads who'll be seeing the wrong end of your righteous fists. If you're stupid enough to buy the game, that is.



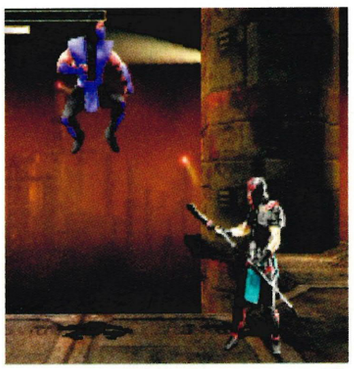
■ Bald fat jumping man. Specialises in doing that Big Daddy jumping on top of you bit



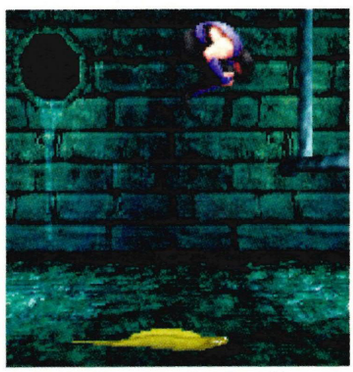
■ Bald man with stick. Surprise, surprise: he hits you with his stick



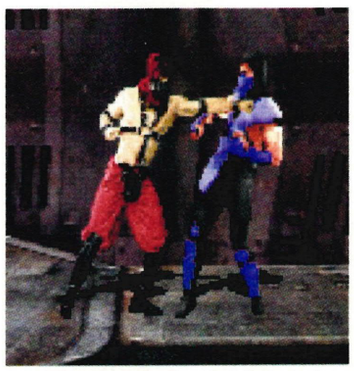
■ Huge Robot. The robot has a big gun on its end, so it shoots you with that. In between beating you shitless



■ Other man with stick: this man's stick is full of green stuff, so he shoots you with it. It hurts. A lot



■ Electric Eel. Bzzzt! Ouch! At least this one looks a bit different from the others. But then, does an eel fill you with dread?



■ Bondage Man. Kitted out in full domination gear: this man's ready to give you a real thrashing. Then he's off to a dodgy party

plus We'd like to say...

Games like this are about as much fun as a brain tumour. Taking a fighty game and sticking in a couple of holes to fall down doesn't make a well thought-out quest-type platformer. Basically, this is just a bash bonanza minus all the good bits, like varied characters and the opportunity to thrash your mates. Not good.

A tired old game given a one-player facelift that turns it instantly into a big pile of unplayable, ugly turd. Stick to Mortal Kombat 3 if you have to Kombat at all. **Rob**

PlayStation plus RATED 50%

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■**OUT** NOVEMBER ■**BY** INTERPLAY ■**COSTS** £44.99 ■**PLAYERS** 1 ■**COMPATIBILITIES** JOYPAD, MEMORY CARD

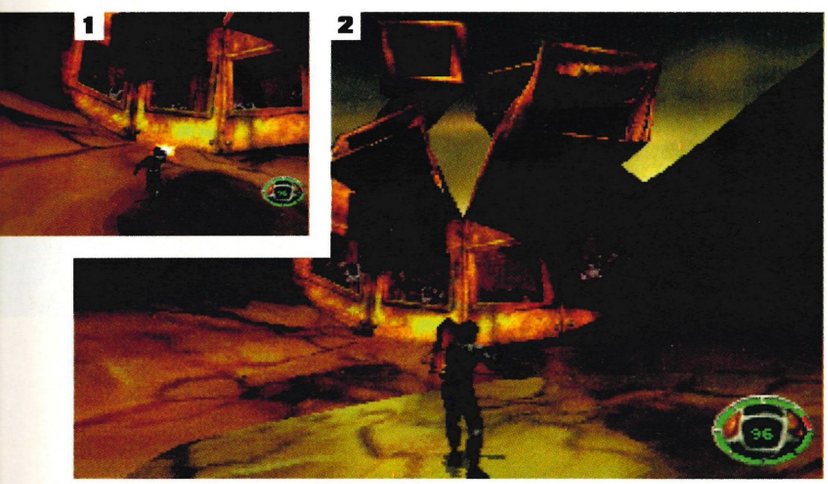
MDK

Pull on a kinky rubber suit. Feel better? Now get in there and empty yer load!

MDK stands for Murder Death Kill. And that's the idea of the game. You've gotta wipe as many egg-suckin' aliens from the face of the planet by any means possible. Fail in your quest and we'll probably all be rounded up and shot. Or turned into slaves. Or forced to watch Kilroy. Or worse...

Gameplay

Keep moving, keep shooting. Anything that moves should be wiped out. It may sound strange, but killing things often takes a bit of brain work. Creatures hide their ugly asses behind protective walls so you have to look around for solutions. Hitting the right switch or lobbing mortars down chutes might do the job.



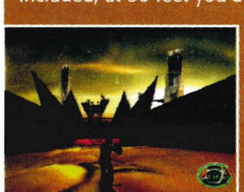


1 Die alien scum fiends. Feel the power of my chaingun... 2 Bugger. Mr Slime seems to be protected. But what's that tube? Hey, that crazy plan of mine might just work 3 An accurately placed mortar shot. Fire in the hole! 4 And hey presto... Sticky green mess is sent flying

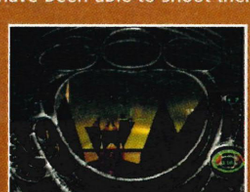
What we like

Zooming

Alien scum can be toasted from a distance thanks to a cool sniper mode. The visor of a beaky helmet slips over your face and you use triangle and circle to zoom in for amazingly accurate shots. You get the feeling that if gnats been included, at 50 feet you'd have been able to shoot their dicks off.



■ He's a bit far away. How ya going to hit him?



■ Why, this is a chance to use your super sniper mode...



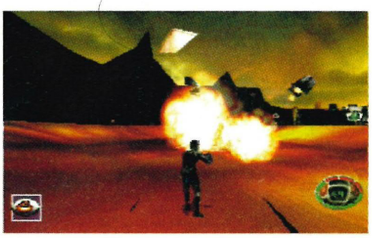
■ ...to pick off targets from miles away. Gnats be afraid

Weapons and equipment

Guns and bombs are functional not stylish. Picking up a Tornado you're dying to try it out, only to find the results a bit farty. Luckily, there is some stuff like the decoy, or a Darth Vader-style disguise, that's a bit more fun. Whatever you're using, watch out. You need to think about what to use in which situation, so be careful not to be waste useful items.



■ Super chaingun: Rapid firing muthah



■ Grenades: Powerful but don't stand too close



■ Tornado: An ill wind takes out lots of blighters



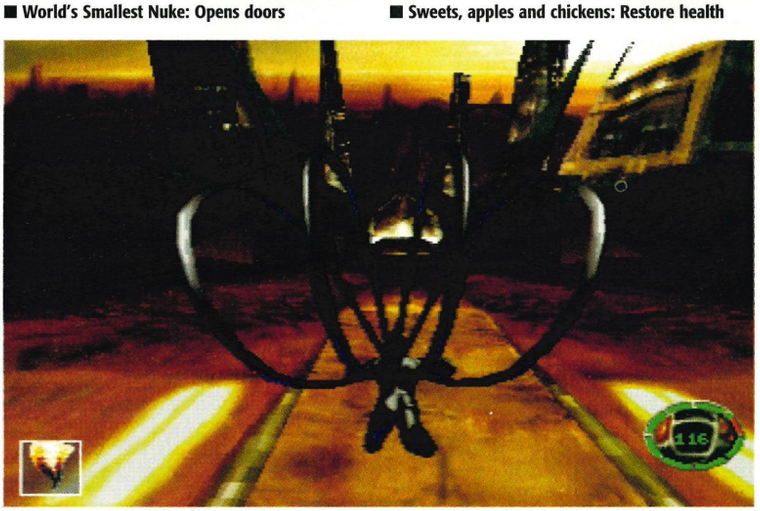
■ Blow-up doll: A decoy. Good for stag nights



■ World's Smallest Nuke: Opens doors



■ Sweets, apples and chickens: Restore health



■ Parachute. Equipped as standard

Flakey graphics

Occasionally MDK is shiny, colourful and impressive. However most of the time graphics are disappointing. Backdrops tend to be dull and messy. Buildings are bland while the central character, Kurt, is squat and poorly defined. You can put up with these looks in favour of non-stop action, but we like games that cause damp patches in pants.



■ Shades of grey fail to inspire



■ Scenes like this are too rare

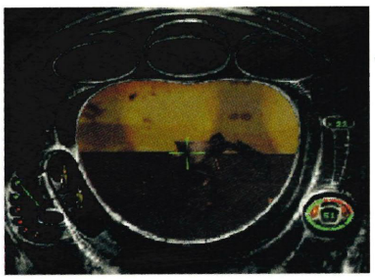
»

Rude boys

Most shoot 'em up enemies have about as much character as a trouser press. They pop up, we kick 'em down. MDK is different. Spy foe from a distance and they're getting on with life. If they spot you from behind their protective barriers they'll start taunting, stabbing fingers in the air or showing off their arses like a pack of baboons. Or Chelsea fans.



■ Cheeky little buggers...



■ ...need to be taught some manners

plus

We'd like to say...

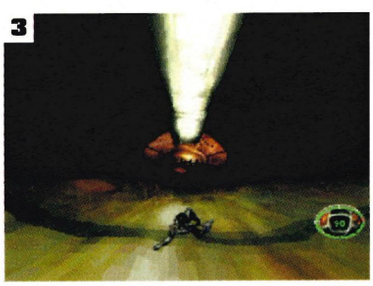
With MDK, Interplay set out to reinvent the shoot 'em up and they've almost done it. Choosing between long distance target practice or just diving in adds an excellent twist. Enemies have been given personalities and plenty of humour. Killing isn't always as straightforward as pulling a trigger and it's good to see a few puzzles. Trouble is, MDK looks a bit crap and glitchy. Seems we can't have everything.

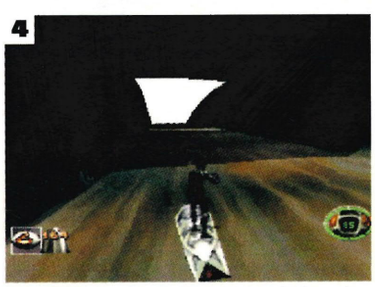
Extra games

Bad ass gun slinging is occasionally broken up by different styles of play. When you fall to earth before the missions start try collecting guns without being shot. Early on you get the chance to hop in an aircraft and go bombing some aliens. Then later in the game you're perched on top a hoverboard. Levels are linked by twisting tubes, some of which can be tobogganed down or even surfed.











1 Skydiving for pick ups 2 Drop bombs from the safety of a plane 3 Body boarders eat ya heart out 4 Surf down tubes... 5...or through the air

Rent it A fine effort to add a twist to the shoot 'em up. If the graphics had lived up to the ideas, MDK would have proved a surefire winner. **Jon**

PlayStation plus RATED 80%

■ **OUT** NOVEMBER ■ **BY** GT ■ **COSTS** £39.99 ■ **PLAYERS** 1-2
■ **COMPATIBILITIES** JOYPAD, LIGHTGUN

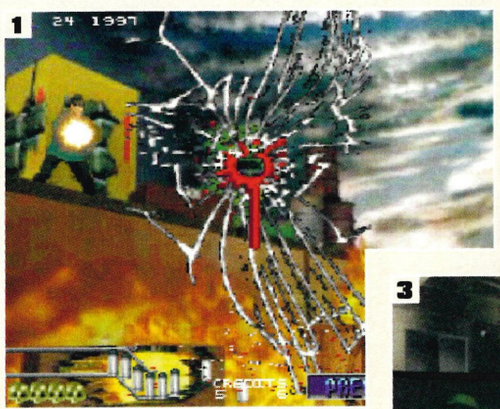
MAXIMUM FORCE

One man versus a terrorist army. The odds are bad, but you're packing a piece. Lock and load, you're goin' in...

A lightgun is a one-way ticket to Hardsville. Use one of these and you feel like a real man. You're saying 'don't mess' just by pointing a piece of plastic at the screen. So unless you've got one of these penis extensions, don't bother with Maximum Force 'cos with just a joypad you're easy meat.

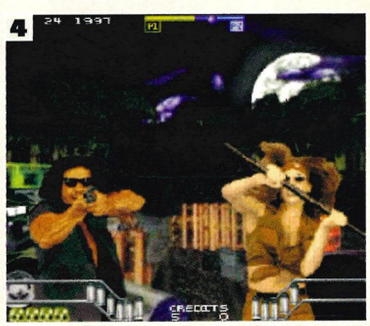
Gameplay

Like all lightgun games, Maximum Force drags the player through each level. Obviously this makes the game dead repetitive 'cos all the bad guys turn up in the same place. This wouldn't be so bad if there was a choice of route through the game like Time Crisis, but there ain't. You can shoot bits of the scenery though. Er, yippee...









1 Maximum Force is really simple: point your gun, shoot everything. Oops, missed 2 Yeah, you're underwater, but you still can't choose which way to go 3 Switch to a machine gun or shotgun by shooting the bonus bullets 4 This is the two-player game. Looks the same. Isn't twice the fun

Bad guys

The pistol you've got in your hand is the only thing stopping you from being six foot under. Basically you have to bag the enemy before they get the chance to fire. Pick off the bad guys with just a single shot, but some of the bigger nasties need a bit more firepower.



■ Teach that bast a lesson. Give his head some ventilation, bullet style



■ Fire like crazy at this rock-solid chopper, and don't forget to shoot the rockets

Hostages

Remember we said shoot everything? Well, don't. A load of hostages run about each level, dodging in between the terrorists and your bullets. This is a giant-sized pain in the arse, 'cos if you accidentally whack one of 'em, you lose a life. OK, so they're dressed in white but it's still easy to mess up. And you know how difficult it is to shift stubborn bloodstains.



1 Stupid git! Scratch one life 'cos thicko hostage bloke got in the way **2** We know you're not supposed to shoot the innocent but Laurel and Hardy here are just too tempting

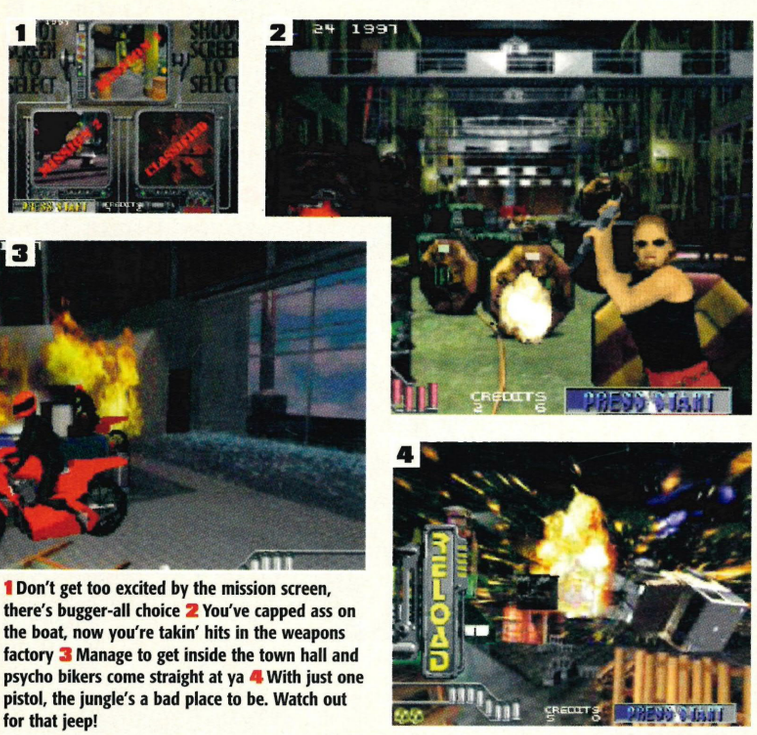
plus

We'd like to say...

What's the point converting a crap arcade game to the PlayStation? Midway gave us Area 51 even though the original was plop, now it's done it again with Maximum Force. It's fair enough giving us a game we really want but let's face it, no-one's gonna look at this turkey while Time Crisis is kickin' ass.

Missions

Three missions and that's yer lot in this game. They're tiny too. First off you start on a boat that's overrun by terrorists, then the battle switches over to the street outside the city hall. After a firefight inside the building, Johnny Hero is flown into the middle of the jungle for the not-so-grand finale. So there's a naff choice of missions. At least you get to clock up some serious air miles though.



1 Don't get too excited by the mission screen, there's bugger-all choice **2** You've capped ass on the boat, now you're takin' hits in the weapons factory **3** Manage to get inside the town hall and psycho bikers come straight at ya **4** With just one pistol, the jungle's a bad place to be. Watch out for that jeep!

Ropey graphics, naff-all missions and gameplay that lacks any sense of excitement. In other words it's shite sandwich without the bread. Complete toss! **Alex**

PlayStation plus

RATED 50%

■ **OUT** DECEMBER ■ **BY** SCEE ■ **COSTS** £34.99 ■ **PLAYERS** 1
■ **COMPATIBILITIES** JOYPAD, MOUSE, MEMORY CARD

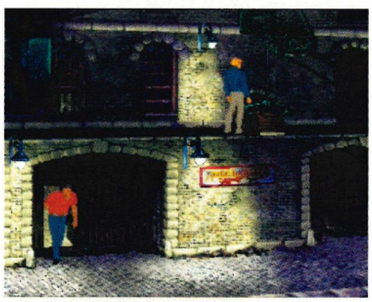
BROKEN SWORD 2

Reckon you can puzzle your way out of a blazing house with a dart and a pair of red panties? Then this is the game for you...

The PlayStation doesn't have many games going beyond 'Kill all enemy! Collect bonuses!' But if you're after something that uses a bit of grey matter, look no further than this point-and-click cartoon adventure. But be warned: the problems in your way are evil enough to totally scramble your mind.

Gameplay

To start thinking Broken Sword 2, you've got to stop thinking even remotely normal. In the real world, people look at you funny if you try to use a piece of string to repair an industrial pulley system. In Broken Sword 2, this kind of thing is the only way to get ahead. By solving a set of puzzles, you get to move on to a new set of nicely drawn screens in a new location. Where - guess what? - there's more objects, more people, more puzzles...



■ The general. What on earth use is he?

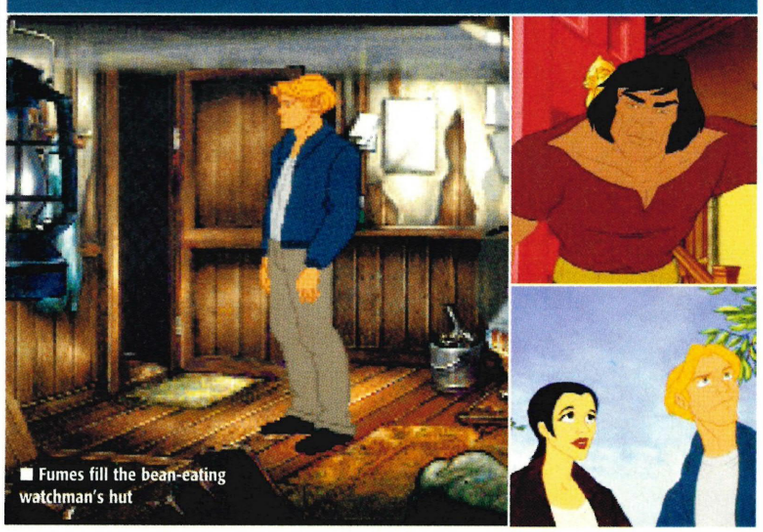


■ It's easy to annoy this feminist mine owner...

What we like

Script! Sorted!

Breaking a year's-old video game tradition, Broken Sword 2 doesn't sound like it was scripted by someone with a severe head injury. The voiceovers are snappy and well-written, and mesh neatly with the puzzles. What's more, probing people for hidden clues can be hilarious: if you try to give the dog the red lacy panties you say: 'On second thoughts, perhaps it wasn't a sniffer dog.'

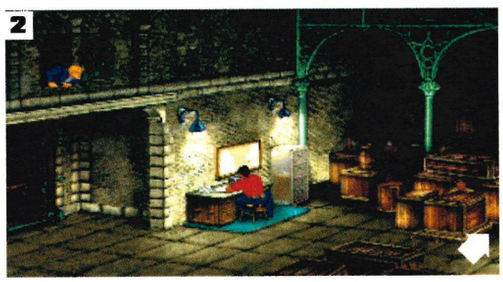


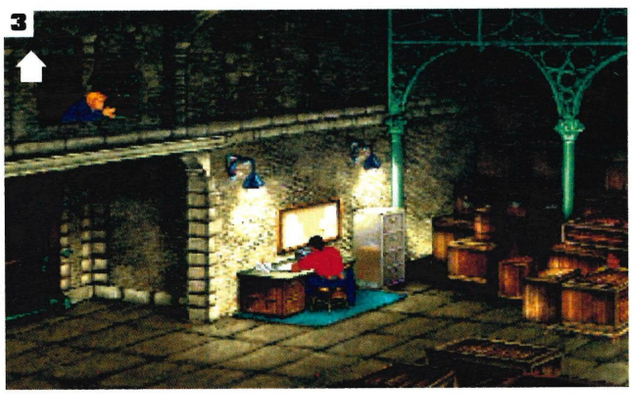
■ Fumes fill the bean-eating watchman's hut

The warehouse

Here's a taste of the mental torture Broken Sword 2 will be inflicting on the nation. This is George standing outside a warehouse that contains a psychotic Mexican armed with an enormous pistol. Being the adventurous type, he wants in. But the villainous Mexican can't hear George. What will our intrepid hero do?

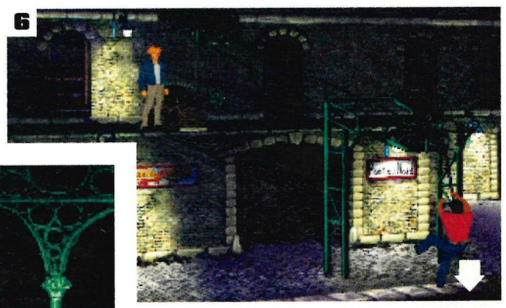


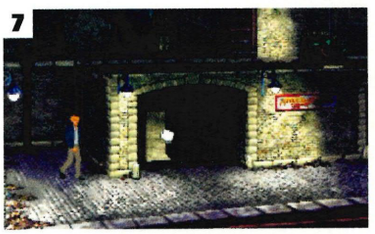












1 George outside the warehouse. **2** He turns off the fan by shoving a stick in it, of course. **3** With an astonishing mental leap, he then knocks on the door. **4** George deliberately annoys the armed villain then nips up the ladder... **5** where he works this pulley-type thing to get some attention... **6** and voila! Bash! Hasta la vista, Pablo! **7** Hey! He's left the door open: wonder what's inside?

The plot

George Stobbart, all-American nice guy and hero of the first Broken Sword game, is back. And life's still not treating him too well: last time he was innocently on holiday when he got blown up; this time, he's just come back to Paris when an enormous Mexican guy nicks his girlfriend. Pretty soon our hero's harassing people and picking up weird objects on the trail of a set of mad, evil religious people. Poor George. Another day, another set of deranged cultists...





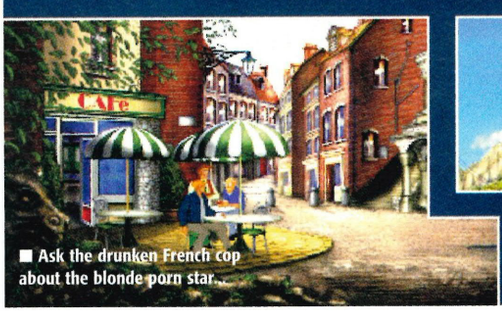




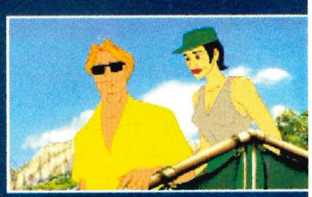
1 Where do these stairs lead? A penthouse flat, perhaps? **2** Oh no! My girl's at the mercy of these sleazy Mexicans **3** What's in the box? Oh, an enormous spider. **4** Guess what? This isn't one of the good guys.

Puzzles

The clean-cut George is let loose in various locations where you can talk to characters, pick up and use objects, all with a click of the mouse. But be afraid: the puzzles really are devilishly hard. None of them are stupidly abstract, but you usually only start thinking that what you had to do was obvious once you've phoned your mate and he's told you how to do it.



■ Ask the drunken French cop about the blonde porn star...



■ George and his lovely girlfriend hit Mexico

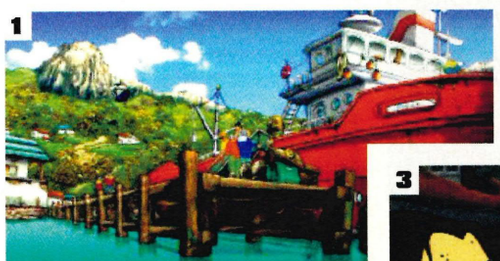
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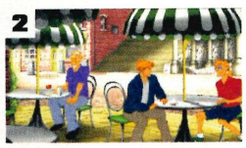
We'd like to say...

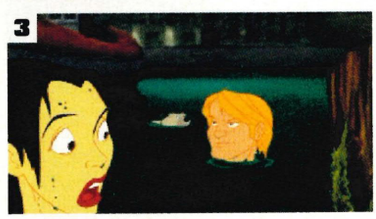
In games like Broken Sword 2, you tend to spend most of the time gnawing your fingernails in frustration. But when you do eventually progress, it's better than having sex and finding a tenner at the same time. In Broken Sword 2, the variety of the settings makes moving on a stage even more groovy and satisfying. Solving a puzzle can mean a journey across the globe. And that's quite appealing once you've been stuck on one room for four months.

Cartoon bits

Although the graphics for much of the game aren't really much to shout about, with some objects and switches being a touch too small for the human eye, the action's interspersed with some flashy and nice-looking cartoons that help to give the game it's lighthearted-yet-scary feel.







1 From Paris to a Mexican resort: life's a beach... **2** Cafe life in Paris, with the man who sent your bird those panties. He's asking for it **3** Come on in, the water's lovely!

winner With the feel of a walking, speaking Tintin book, this puzzler will stun those who like games that make your brain hurt all day. **Rob**

PlayStation plus RATED 91%



©Disney. All Rights Reserved. Developed by Eurocom Development Ltd. Published by Sony Computer Entertainment. Price £39.99.

■ **OUT** NOVEMBER ■ **BY** HASBRO ■ **COSTS** £39.99 ■ **PLAYERS** 1-4
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, MOUSE

MONOPOLY

Empty the bank without a shootah!

Board games: They ain't got eyeball-meltin' graphics, big sounds or weird gameplay. So do we want them on our PlayStations? Well yeah, 'cos board games are cool. It's official. Monopoly's the coolest of the lot. And this is its future.

What we like

Easy to use

The best time to pull out the grubby old Monopoly set is after a serious spell in the boozah. Having it on the PlayStation means no-one has to count out cash or put away the pieces after everyone's given up. It also means there'll be no fights over rules or cheating. But then again, maybe that's not such a good thing...



■ Instant action and there's never coffee stains on the board



■ No welshin' on deals. Perhaps Hasbro should have added a cheat mode

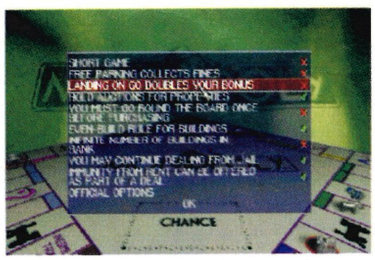
Why pay the extra?

At about 20 bar more than its cardboard and plastic brother, you won't buy Monopoly to save cash. So what's the point?

The main advantage is there are computer opponents to play against if you're short of mates. See? Money can even buy friends these days. Besides that you get cinematic bits showing all the properties and animated playing pieces. There's also a choice of rules.



■ No mates, no worries. Select up to three computer pals. I'd pick the fox, eh readers?



■ Various options allow you to completely customise the game. Just like real life



■ Locations are shown by small sections of film. When did you last see a cat in Trafalgar Square?



■ These boots were made for walkin'. Playing pieces are well animated

Every home should own a Monopoly set. If you've got the extra cash, get the PlayStation version. The dog can't chew up houses and you get some mates thrown in. **Jon**

PlayStation plus
RATED 78%

■ **OUT** NOVEMBER ■ **BY** VIRGIN ■ **COSTS** £39.99 ■ **PLAYERS** 1-2
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, MOUSE, LINK-UP

COMMAND & CONQUER: RED ALERT

Toy soldiers that really bleed. Tanks. Attack dogs. Nerve gas. It's time to get out there and commit crimes against humanity!

In the first Command and Conquer, you used armoured vehicles, commandos and heavy stuff to blast the shit out of enemies. Full of onscreen carnage, it was the first strategy game to make you feel like a war criminal. But it was only one player. This time you can cane your mates too...

The plot sickens

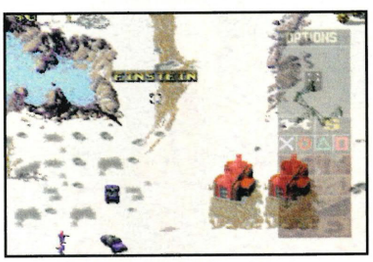
A scientist has travelled back in time to kill Hitler. Which is stupid because Stalin is just as evil as Adolf and he's very keen to prove it. So he's the baddie now. Old Joe isn't wasting his time building death camps either: he's putting the final touches to nerve gas factories, electric guns, and gadgets like the Chronosphere, which allows tanks to take a little time out from the battle and then reappear in an ideal position to pump hot lead up enemy tanks' arses.



■ Hitler. Nope, he's not the villain this time. And yes, that man is meant to be Hitler. No, really



■ Joe Stalin and his chums sit down for a cuppa to discuss the many uses of nerve gas...



■ Einstein being rescued by the allies. Suppose he might come in handy

What we like

Two for the price of one

For your wonga, you get two discs worth of Red Alert: one for the Allies, and one for Stalin's evil lackeys. This means for the price of one game, you can link up two PlayStations to shoot, blow up and incinerate people in the name of the political system of your choice. You can choose between two players mode, where it's more of a straight-up firefight, or Skirmish mode, where it all goes a bit strategic. On your marks, get set, massacre!



■ Our brave boys in mid-onslaught

Of mice and men

One of the main complaints about the first Playstation C&C was that you couldn't use the mouse with it. Well, now you can. And it's a big improvement. Especially for those who've been deskbound so long they use a mouse as naturally as one of their own limbs. Happy now?

The good news for the unmoused is that Red Alert still functions pretty smoothly with just your average run-of-the-mill joypad. If you're handy with a joypad, you'll find using one fast and accurate after a couple of minutes practice. Honest.



■ The PlayStation mouse. Yesterday

Video sequences

If you're the kind of dude who can't resist playing the bad guys, then Red Alert has some treats in store. In the lush video cutscenes between fights, the communist scum who oppose the Allies are hilariously evil. The script for your master Stalin and his minions sounds like it could have been written by Ronald Reagan in the 80s. 'You haff plissed Stalin... make sure you never deesappoint heem.' All delivered in the obligatory 'r' rolling Rrrussian style. Pretty soon you'll be calling your mates Comrade.









1 Mother Rrrussia. Just before the tanks roll in and blow up huge bits of the lovely architecture 2 Yep. Enemy hordes can even come in from the sea. Sneaky bastards 3 Look! Clever attack choppers! Like they had in the Gulf! Can I play being Stormin' Norman? Please? 4 You know its a bad guy 'cos it's got a star on its tailplane. That means its piloted by left-wingers. Ugh

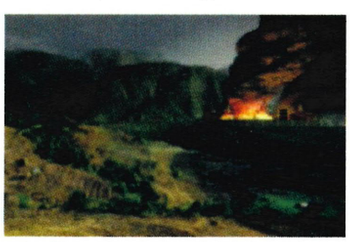
Challenge

Red Alert is very, very hard. You've got to combine the reflexes of a mountain lion with a large quantity of strategic grey matter. On one player, one mistake, and you're clicking on that 'restart mission' button.

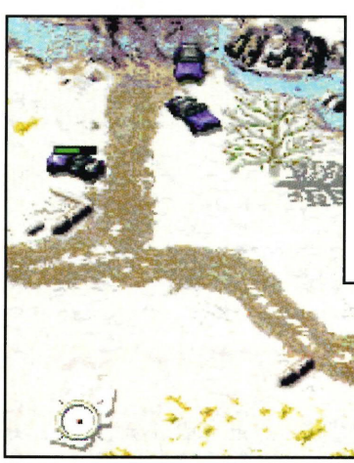
As you get into the game, you have to think well in advance, as well as direct your men with precision. This means getting to grips with pincer movements and other clever war stuff. It's like chess with guns. And, much as a few pints of lager may make you feel like a huge ruck, Red Alert isn't a game for those after-the-pub moments. A liver-full of lager and mind-scrambling strategy mix about as well as peach schnapps and Guinness.

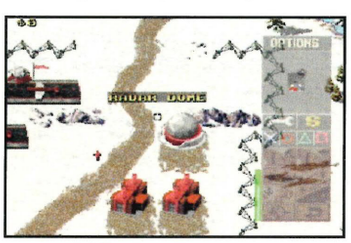


■ Go forth, and kick some commie butt!



■ Smoking ruins. All part of a day's work





■ Die, you fellow-travelling scum

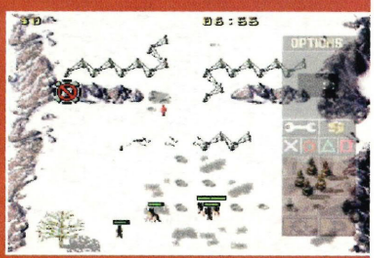
■ Cold steel. Hot lead. And other macho things. I love the smell of testosterone in the morning

The dogs of war

To achieve the varied mission objectives, you've got a whole host of little men to explode things with: here's some of the titchy murderers at your command.



■ Enough tanks and guns to wipe out a small town. Given the choice we'd say Northampton



■ These dogs look like they've been eating Pedigree Chum. Top killers recommend it



■ One brave but stupid commando takes on a really large gun. Oops. He'll need a medic



■ The medic heals you by pumping the ground. And you thought penicillin worked

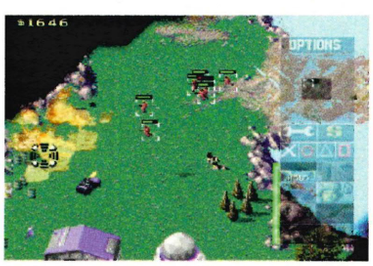


■ Your average little men using heavy machine guns to blast holes in a dog's kennel. Lots of fun

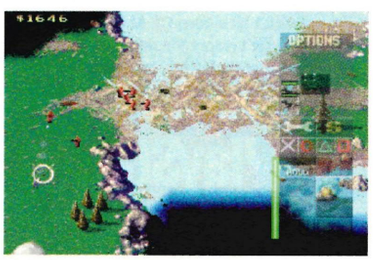
What? I have to think?

The thing about your little men, little dogs and slightly larger assault vehicles is they've all got specific talents, which you've got to stay aware of. For instance, dogs are damn good at messily devouring ground troops, but shit-all use against a tank. Try driving a Sherman into Battersea Dogs Home to see what I mean.

What this means for the budding Red Alert hero/communist stooge is that you can't just send your brave lads forward willy nilly. You've got to move them in clever patterns that use their abilities to the full. Or you'll be slaughtered. Doh!



■ You need a nice mix of rifles and grenades for this kind of attack



■ Rocket launcher guys are bastards to shoot ...



■ so feed them to your dogs instead

»

plus We'd like to say...

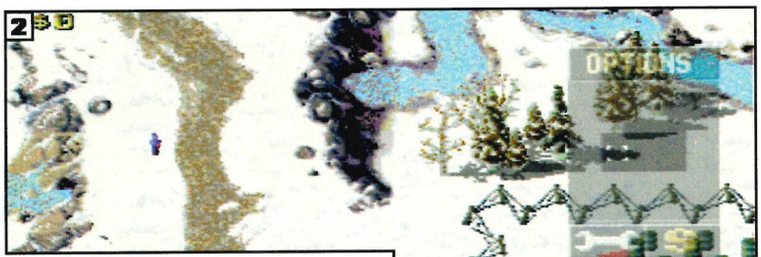
Some people take one look at something like Red Alert and think 'Strategy? Ugh.' Oh grow up. Okay, it's not be brimming over with graphical flash, and there ain't much call for serious joypad abuse. Fair point. But listen up: it's stuffed to the gills with gameplay, gameplay, gameplay. In those two little discs there's enough gameplay to kill your social life for half a year. And it will, it will.

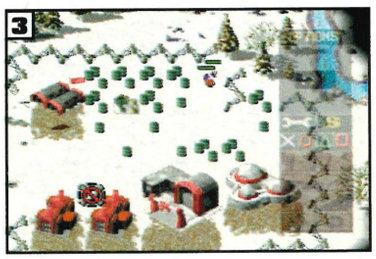
Fire and forget

Here's a fairly simple Allied mission where your commando, Tanya, has to murder hundreds of people in order to take out three bridges.

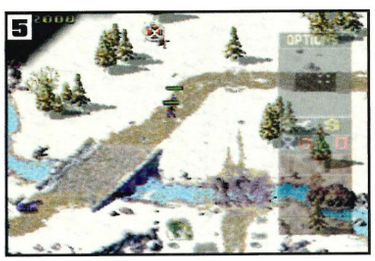
That's fine though, 'cos our Tanya positively loves murdering people. Just the sort of girl to take home to meet your mother, in fact. Here's how she does it. As she puts it herself: 'Let's rock!'



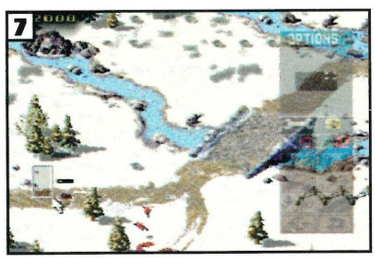












1 First, kill the commie guarding your medic. But gently, so you don't hit a barrel 2 At the base, use your tank to take out the gun 3 Don't shoot those barrels, or you can't rescue the prisoners 4 Make sure your tank's up top when the dog comes racing down here 5 Over the bridge, men jump out of trees 6 You can get the tank to shoot its own men 7 Now take out the bridges. It's almost too easy...

winner War is hell? Bollocks. Red Alert makes war more fun than sex. What's more it covers all the bases the already brilliant first one missed. **Rob**

PlayStation plus RATED 93%

■ **OUT** DECEMBER ■ **BY** PSYGNOSIS ■ **COSTS** £34.99 ■ **PLAYERS** 1-4
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, MULTITAP

POWER SOCCER 2

The PlayStation needs another average football game like a cat needs a crossbow. Careful with that crossbow Tiddles!

Past versions of Power Soccer have been of First Division quality. They've looked pretty good and showed promise, but lacked the moves and skill needed for the top flight. This latest version promises more in the way of cool graphics, commentary and realism. It's got that. But the game itself...?

What we like

Hey, fancy moves geezer!

As well as the basic passing and tonking the ball, holding down a couple of buttons makes players pull off moves even Shearer couldn't hack. Specials include speed runs, and flicking the ball over your head and volleying it.



■ Pull off a power shot



■ Flicking the ball up. Cool



■ A power shot hits the net

Goalkeepers

Let's not mess about, the goalkeepers in Power Soccer 2 are dumb. If you blast a shot at an angle they usually fumble it. They're also suckers for any hard shots. Peg it towards them and let fly with a rocket shot. Do they push it over the bar? Sometimes, but they usually fall over the line with the ball and let it in. Funny at first, but annoying after that.





■ **As the player roars towards the penalty area using the turbo button, pressing the power shot buttons lets off a shot. The goalie tries to stop it, but rolls over the line with it. Ha-bleeding-ha**

Leagues

Power Soccer 2 has loads of cup and league tournaments. All the major teams from the main European leagues are available to steer to glory, and the international sides range from Eng-er-land, the Germans, Italians and down to the likes of South Korea and Japan.

There's even a World Cup tournament in readiness for when Hoddle's boys win the 1998 tournament in France. Bit of optimism for you there...



■ **QPR play AC Milan. In QPR's dreams, usually...**

Power Soccer 2 is good to pick up occasionally, and it does have moments of real quality action. Dull as hell in the long-term, though. Yup, it's an average footie game. Steve

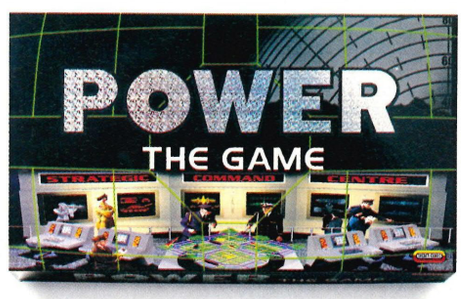
PlayStation plus RATED 70%

IT'S NOT THE SIZE OF YOUR WEAPON, IT'S WHAT YOU DO WITH IT THAT COUNTS.



POWER. THE NEW WAR BOARD GAME THAT HAS EVERYTHING TO DO WITH PLANNING, STRATEGY AND CUNNING, BUT NOTHING WHATSOEVER TO DO WITH THE SIZE OF YOUR EQUIPMENT.

THE GAME THAT'S TAKING OVER THE WORLD



SPEAR'S GAMES®

■**OUT** NOVEMBER ■**BY** HASBRO ■**COSTS** £39.99 ■**PLAYERS** 1-4
■**COMPATIBILITIES** JOYPAD, MEMORY CARD, MOUSE

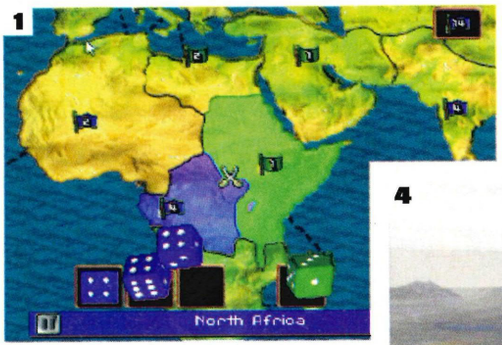
RISK

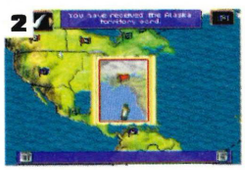
The fate of millions of people rests with you. How do you decide? Roll a dice...

If you root for the enemy in James Bond films, then Risk is the game for you. It's set on a divided earth where a group of psychos are battling for control. You are one of those psychos and nothing short of world domination will satisfy your bloodlust.

Original Risk

Two versions of Risk are packed onto ya CD. First there's the the original boardgame which is pretty basic stuff: You position troops, attack neighbours using dice rolls and regroup in the hope of defending what you've taken. Most games are aimed at world domination, but you can also play missions or try and take capital cities. The other game is Ultimate Risk...









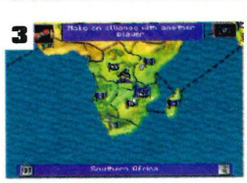
1 Attack from one area to another using dice. How very civilised 2 Collect cards and swap 'em for reinforcements 3 No more armies. Time to separate head from neck then 4 Victorious again and you ride off into the sunset bearing your army's standard high. Or something like that

Ultimate Risk

A whole load of new features come into play in Ultimate Risk. Different types of terrain, Generals who get better with experience, super troops and super forts, booby traps, power-ups and devastating weapons have all been added. Combat has also changed and is now based on military manoeuvres rather than a dice roll. Grey matter overload.







1 A whole new world to play across. Check out those realistic features 2 Combat. Time to try my half pincer movement. That should see those rascals off 3 Enter an alliance with you ? I'd rather wear Clarks shoes and buy my clothes from Millets. I spit on your treaty. I fart in your general direction...

If you bought your PlayStation to be amazed you might turn your nose up, but Risk is a solid multiplayer strategy game. Two games in one make it worth the price tag. **Jon**

PlayStation plus
RATED 81%

■**OUT** NOVEMBER ■**BY** UBI SOFT ■**COSTS** £39.99 ■**PLAYERS** 1-4
■**COMPATIBILITIES** JOYPAD, MEMORY CARD, MULTITAP

TENNIS ARENA

Blah, blah, strawberries and cream. Blah, blah, fast serves. Blah, blah, Tim Henman. Yes it's a tennis game.

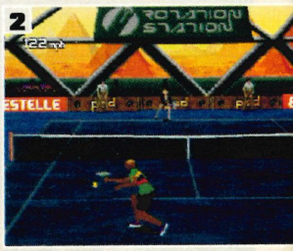
For the first time in years, Britain gives a toss about tennis. Blame Greg Rusedski and Tim Henman but interest in the sport has lasted longer than the usual two-week Wimbledon shebang. Now with perfect timing, Tennis Arena is on court. And it's got some Spice Girls lookalikes in it...

Shots galore

Simplicity is the name of the game in Tennis Arena. All the usual topspins, returns and lobs are pulled off using various buttons. These are main shots in the game, while the players leg it around the courts in response to prodding the joypad.

It gets better, though. The direction of a shot can be altered slightly by the length the shot button is held and by holding the joypad in one direction.





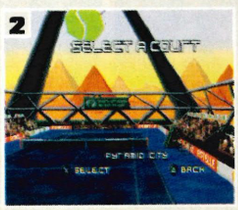


1 The length of a lob shot is hard to gauge 2 Holding the shot button early makes for a narrow angle 3 Serving is simplicity itself. Just press a button and use the joypad to place the shot

See the world

Travel the world, and play tennis in loads of weird locations. Sod Wimbledon or the Florida Coast, Tennis Arena has courts on a cruise liner, in the coliseum of Rome, and even a dark clearing. Exotic it ain't. The different courts use grass, clay, and artificial surfaces, though, and these effect the spin and bounce of a ball when it hits the ground.









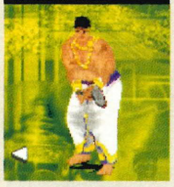


1 Around the world in an, um, CD. First stop is New Yoik 2 Next take a gander at the pyramids in Egypt 3 Now jump on a cruise ship... 4 and sail to gay Paris 5 Final stop the Coliseum. Phew!

Move over Henman

Eight would-be champs are on court, but only one wears the traditional white shorts and shirt. The others are a bunch of scruffy gits to say the least. They range from a French geezer who looks like he's stepped out of a Nike ad, to a sumo wrestler. There's also four female characters, who UBI Soft claim are the videogame equivalent to the Spice Girls. Hmmm, can't say we remember Midget Spice, Crap-Dressed Spice, or Dozy Bint Spice...

William Chan



Token fat geezer. Slow but powerful. Doesn't run much. Except when McDonalds opens, that is...
Special Shot: Ninja Shot (Off his gut).

Pierre Seguin



French geezer. Good all-rounder, and perfect for new players.
Special Shot: Chopping Back Spin (Standard stuff).

Greg Johnson



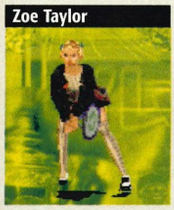
Very fast, athletic and accurate with it. Bloody powerful serve, too.
Special Shot: Super Baseball Strike (With both hands!).

Dave Woodward



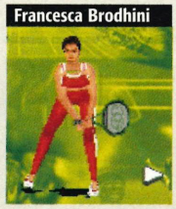
The other good all-rounder. A British bloke. We'll all root for him, then.
Special Shot: Cricket Six! (Oh, very british... Top-ho!).

Zoe Taylor



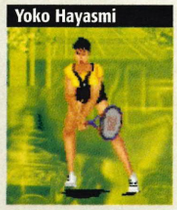
Another Brit, and good at those fast-paced returns close to the net.
Special Shot: Forehand Cartwheel (Very acrobatic).

Francesca Brodhini



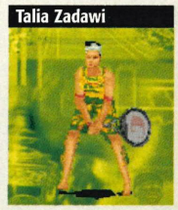
Well nippy Italian, and one of the best characters in the game. Looks pretty foxy too, eh readers?
Special Shot: Catapult (Corking return).

Yoko Hayasmi



Fairly fast, but frankly a bit poxy in the old accuracy and power stakes. Not a good choice for beginners.
Special Shot: Figure Eight (Spinny thing).

Talia Zadawi



Accurate and powerful, but a bit slow around the court. Bless her.
Special Shot: Floating Racquet Return (Now it's getting stupid).

plus

We'd like to say...

Is there any hope for the tennis game? UBI Soft may have done us proud with one of the best Wimbledon clones yet, but it still gets tedious. Playing real teenis is more fun than watching, and this is where tennis games suffer, They can also only offer a few moves, and repeating these over and over soon gets dull.

Up for the cup

What's tennis without a bit of mixed doubles? Or the chance to pick up the odd trophy or two. Tennis Arena has both, with the eight characters pairing up or going it alone in the race to become top seed.

On entering the world tournament, you are at the bottom rung of the ladder, and only by winning matches can you climb to the lofty heights of champion.



■ Travel the world, see the sights, play a bit of tennis. All in all, just another ordinary day in the life of a tennis pro.



■ In the two-player game stick to your own sides. If one of you goes up front, and the other covers the rear the one behind gets no action at all

A good tennis game, but like we say that ain't necessarily a good thing. Unfortunately, like the real game of tennis, this'll soon start to get on your tits. Boring. **Steve**

PlayStation plus
RATED 76%

■ **OUT** NOVEMBER ■ **BY** GREMLIN ■ **COSTS** £39.99 ■ **PLAYERS** 1-4
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD, MULTITAP

ACTUA SOCCER 2

A whole load of new releases want to grab best footie game crown from ISS Pro. Most are crap. But Actua Soccer 2 might do it...

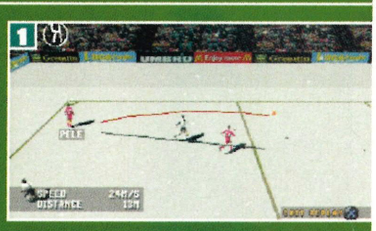
No wonder most football games build up well only to shoot wide. They've got to mix realism and action to give us the spirit of the game without being fussy. ISS Pro gets pretty close. Matter of fact it's the best on the PlayStation, but it still moves slowly and doesn't offer enough options. Now Actua Soccer 2 is warming up and looks like the signing of the season.

What we like

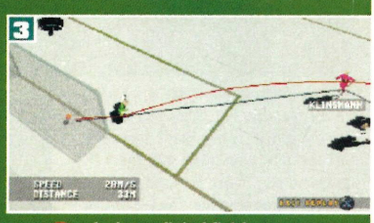
Instant replays

We've all seen instant replay options before but Actua Soccer 2 throws in a new feature. Just like Sky Sports coverage a line is drawn behind balls showing swerve. A readout at the bottom also gives distance and speed.

A stack of camera angles tops off one of the best replay options seen in a PlayStation sports game.



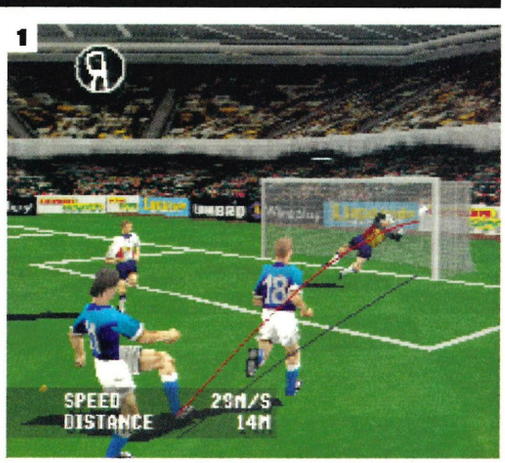




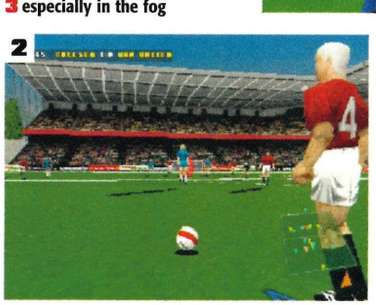
1 Pele gets the cross in 2 Great control from Klinsmann... 3 and what a clinical finish

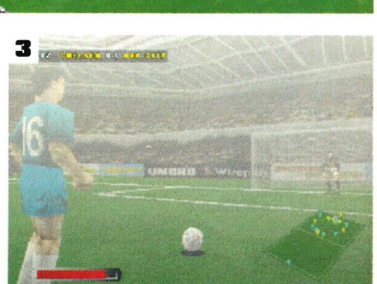
Shooting

Slammin' balls straight at keeper won't work; you need to use imagination. Swinging in crosses and meeting them in just the right place often ends in spectacular headers or outrageous overheads. Bends and dips tend to get a result, and corners can be swung in for goal mouth scrambles. On the down side free kicks are awkward and it's too easy to score after a thrown in near goal.



1 Italy score at Wembley. Guess who go to the World Cup?
2 Free kicks are hard to judge...
3 especially in the fog

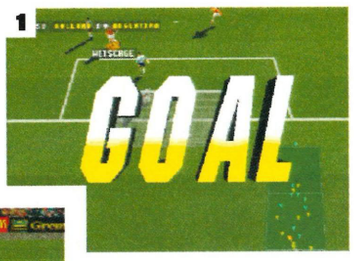




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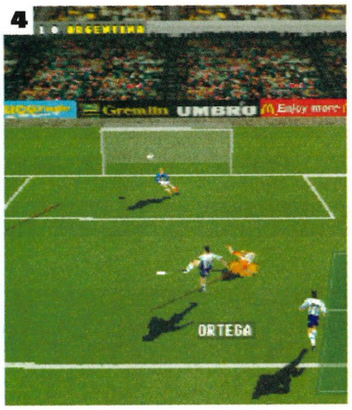
On a knife edge

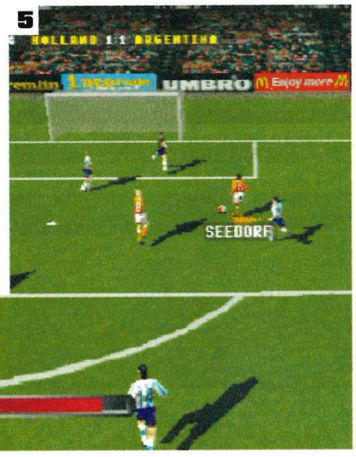
Actua Soccer plays like a wet dream. Games are packed with thrills and spills for the full 90 minutes. While getting used to the way players change direction and control the ball can get frustrating, once you're comfortable with the style it's almost as addictive as the real thing. Almost.











1 Three minutes gone and Holland lead Argentina 1-0 **2** Another chance for the Dutch. Surely that's a penalty **3** Bergkamp constantly puts the pressure on... **4** but Holland give Ortega a free shot and it's 1-1 **5** Can Seedorf give Holland back the lead just before half-time?

plus We'd like to say...

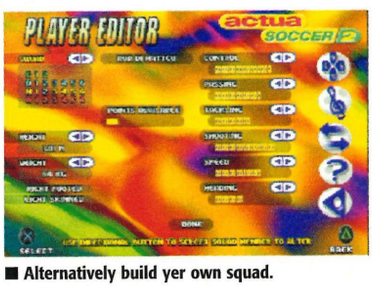
Lets not get too carried away; Actua Soccer 2 ain't perfect. Scoring from inside the box is too difficult, goalkeepers sometimes miss easy shots, and a second tackle button would have been cool. It does however have options coming out of it's ears, it looks stunnin' and above all it's total entertainment.

Teams

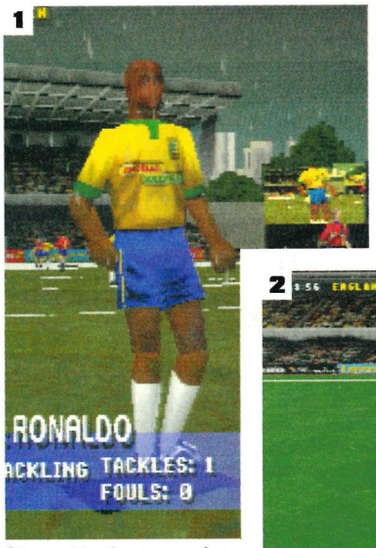
Switch on and choose from 64 national clubs, all with up-to-date players. You can also use the editing option and create 24 of your own teams. Pick the strip then enter player name, height, weight and colour. Make 'em left or right footed, and adjust all the essential abilities. It may take you from now to eternity, but it's possible to key in the Premiership. We like.



■ National squad overload



■ Alternatively build yer own squad.



1 Zoomed-in players are ugly buggers... **2** but from a distance graphics are creamy

Graphics

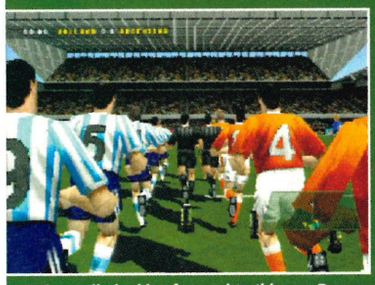
It's Actua Soccer 2's looks that first make you sit up. Pitches are lush, stadiums feel the right size and players could be real. Weather effects like snow, storms and rain are also right on the mark. Actua Soccer 2 only slightly stumbles when cameras zoom right in on individuals. Why are they so ugly and what's Barry Gibb from the Bee Gees doing in professional football?



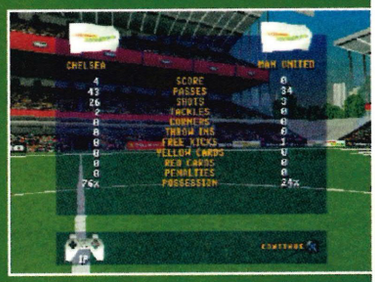
Commentary

Barry Davies and Trevor Brooking provide the waffle, which is pretty realistic. Inevitably comments get repeated and the odd remark is daft as a brush, but generally the long descriptions of play work well.

Bazza is also capable of reeling off any of the names from the 64 national sides, making the game feel more complete.



■ I'm really looking forward to this one Barry. Both teams are capable of a win



■ Half-time match reports are so good you don't feel the need to skip 'em

Passing and tackling

Through-balls, one-twos, back heels, chips and even lobbed through-balls are all possible here. The constantly varying play is really effective and more satisfying than chocolate packed with peanuts.

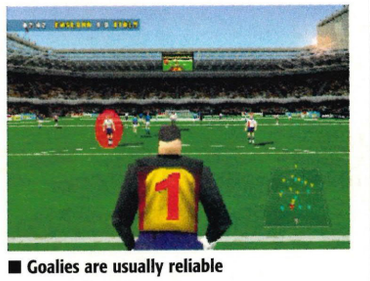
Only one tackle button is used for sliding tackles which usually earn a yellow card. Running into opponents nudges them off the ball or slips in a sensible challenge. This method's a bit weird and takes some getting used to.



■ Gazza threads a lovely through-ball



■ Close control from Vialli



■ Goalies are usually reliable

winner An awesome fitba title that mixes action and realism perfectly. You'd have to be bonkers to miss Actua Soccer 2 cause it's a beautiful game. **Jon**

PlayStation plus RATED 93%



Total PlayStation
"We strongly recommend you grab a copy"

PlayStation Power
"Highly recommended"

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PlayStation

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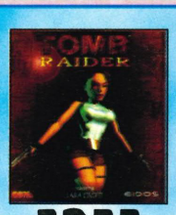
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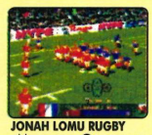

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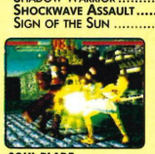

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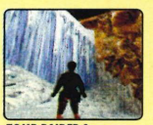

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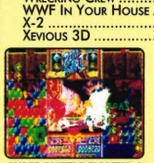

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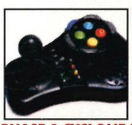
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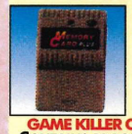
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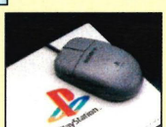
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■**OUT** NOVEMBER ■**BY** TELSTAR ■**COSTS** £44.99 ■**PLAYERS** 1-2
■**COMPATIBILITIES** JOYPAD, MEMORY CARD, NEGCON, GAMESTER WHEEL

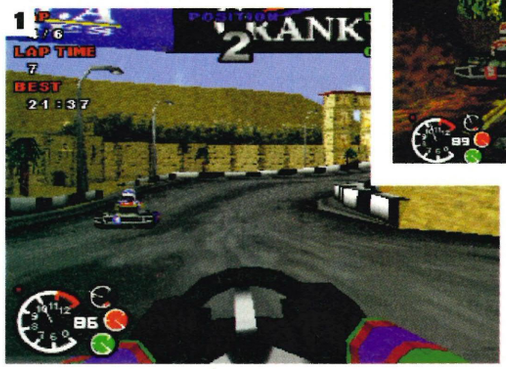
FORMULA KARTS

Park your butt in a six-inch high kart and prepare to leave some serious skidmarks.

Seventy miles per hour. Two inches above the ground. Just one burst tyre and you'll be leaving your arse in a thin layer along the racing line. Formula Karts brings this sport of nutters to the small screen in lovely lush 3D, and it's looking very tasty indeed.

The other drivers are bastards

The other drivers are clever little bleeders. Although the eight international tracks are short, they're very wide in bits, and the other karters nip in and out round the bends very niftily indeed. You've got to be thinking racing line all the time. On Arcade mode, you really need those nitros and supergrips to keep up with the nippy little devils.



1 Mind the bend. If you can. 2 Bastard! How did you get in front of me? 3 Mmmm. Nice bend. It's probably time to slow down a touch...

What we like

Slip sliding away

The handling of your six-inch high vehicle is what makes this game stand out from the racing crowd. It feels like you're driving on Vaseline: skids and slides lurk around every corner. You have to be pretty damn handy with the accelerator to avoid spinning off into walls or unwanted pit stops, and the other drivers don't forgive mistakes too easy...



1 Beware: skid approaching... 2 Two player: annoy your mates 3 They make it look easy...

Formula Karts is a real looker, and it performs even better. Good. But sadly there's no stamina there. Those tracks are short, and there just ain't enough of them. **Rob**

PlayStation plus
RATED 81%

■**OUT** NOVEMBER ■**BY** SCEE ■**COSTS** £39.99 ■**PLAYERS** 1
■**COMPATIBILITIES** JOYPAD, MOUSE

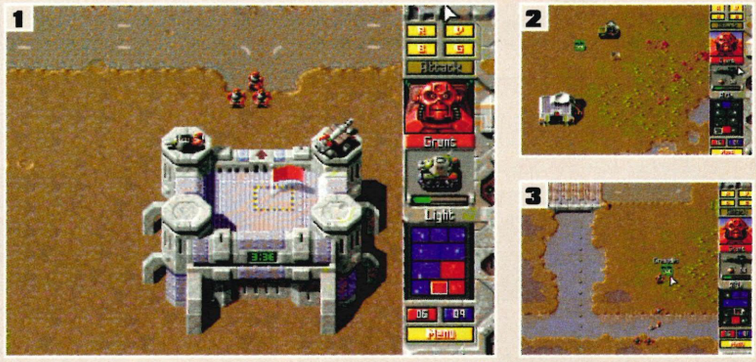
Z

Take command of tiny robot soldiers and declare war. But this ain't spoddy strategy.

Most war games miss the mark with over-complicated rules and snail's pace action. Z is different. Stop and think carefully about the next move and you'll be wiped out. At the end of the day it's balls and not brains that counts.

What's the point?

You begin a mission with a base camp and some troops. The surrounding areas have flags, buildings and vehicles dotted around. It's your job to take control of an area by grabbing the flag, use buildings to manufacture weapons and hijack vehicles to bolster your forces. When you you've got enough muscle, take on enemy camps and destroy their base.



1 Here's how you start off the game. Those troops won't last long 2 Grey flags mean the area has yet to be claimed. Get in there my son 3 Boxes of grenades have been left lying around. Nab 'em quick

What we like

Cutscenes

Androids are not only intelligent, they've got a perverted sense of humour. Lose a mission and up pops up one of your generals to rub in the defeat by calling you a loser. That's bad, but if you win your metallic mates throw a party with massive sound systems, or relax in a deckchair with a can of oil. Since the rest of the graphics aren't so hot, these animated cutscenes jolly things along.



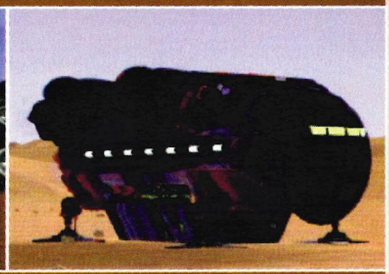
■ A John Wayne like general tells you you're crap when you've messed up a mission



■ These two pilot your armies between locations. Nuts, the pair of them...



■ But they've got some serious sounds

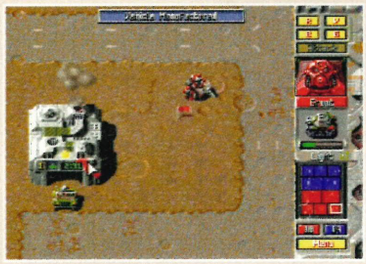


■ Hop on a shuttle for the next battle

Building stuff

Z has two basic factory types: building vehicles and producing robots. Each also has a rating of one to five stars showing the variety of equipment that can be made.

Crap little factories quickly turn out crap little soldiers and weapons. Five star plants produce bastard hard goods, but take longer. Make your decision then try to live with it..



■ A readout tells you when to expect goods. Here a jeep is finished



■ This menu allows you to decide exactly what sort of stuff you want to produce

plus We'd like to say...

Without a mouse, Z's dead baby. Attempting to play this game with a joypad is like trying to swim through cement. You can't do the things you want quickly enough and you end up losing when you should be winning. Since only a handful of PlayStation mice have been sold, Sony should have produced a decent system for control pads. Bit of a bad show chaps.

Strategy

It's essential to firstly weigh up the odds when going into battle and secondly to be one step ahead of the enemy's plans. Trouble is action moves at an incredible pace. Panic and cold sweats are inevitable as you put your balls on the line. Z may not look a real stunna', but its brand of tense action-packed gameplay is top quality.



1 Group troops and vehicles then move in **2** There go the outer defences **3** But inner turrets can hurt **4** The enemy falls. Soon I will rule the world!

Rent it If you only own a joypad you'll be pulling out fistfuls of hair. But if you own a mouse, or fancy buying one, Z will give you hours of fun. **Jon**

PlayStation plus RATED 80%

■ **OUT** DECEMBER ■ **BY** EA ■ **COSTS** £39..99 ■ **PLAYERS** 1-2
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD, LINK CABLE

TEST DRIVE 4

Another Test Drive game. Do they never learn? A Rage Racer beater? Is it arse!

Ever wanted to steam around the world in fancy cars, speed-jump off hills and crash into oncoming traffic? Now you can, thanks to Test Drive 4! Sounds like a good laff? Er, not when you play it, it's not.

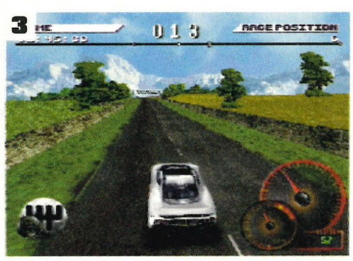
Tracks

Rage Racer had three tracks, and you kicked up a right old fuss. 'more tracks' you demanded. Test Drive 4 has five tracks, each with four stages, making each track longer than the M25!

You can race your car through the UK, San Francisco, Switzerland, Japan and Washington D.C. All those miles should keep you going for a bit! Remember to check the oil before you leave home.



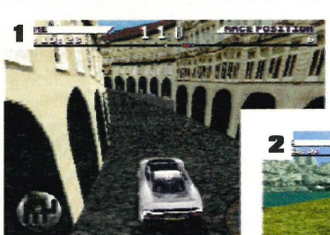








1 UK. Rainy and full of fields **2** Wider roads in San Francisco. Gangway! **3** Switzerland looking a lot like the UK. Swizz! **4** Racin' in Japan, look out for those schoolgirls! **5** Scenic Washington





1 Boxy house. Would you live there? **2** Nice backdrops. There's my house, Hi Mum!

Graphics

The scenery looks like some dodgy B-movie film set! Buildings just pop up, and look flat and crap. The cars and backgrounds look cool in places and the tunnel bits look neat, but overall the graphics seem like a rush job.

It may have long tracks and speedy gameplay, but it looks basic compared to other racers.

Drag mode

Nothing to do with blokes in women's clothing. Race to the finish line against a computer car, or a mate linked-up. The idea is to be as fast as ya can. Simple, and rather pointless, really, as the races last about ten seconds: Zoom. Was that it?



■ Haul ass... ■ ...Or you'll be left standing

»

Toss two-player mode

Bet you love thrashing your mates at two-player split-screen racers, laughing as you finish first! Test Drive 4 can't be arsed with a split-screen mode. It's got a Duel mode where you have to play one after the other, on one joypad. The winner is the one with the best lap time. Where's the fun in that? You wanna race at the same time, don't ya?



■ **Duel: Bollocks we want split-screen action**

What we like

Thrills

The tracks may be a bit samey, but in San Francisco, you can do some real Hollywood stunt stuff! Rip down the hills at full speed, and take off the way into the air! Yeehaa! Straight from a Bond flick!

If you feel like a real road maniac, drive right into the oncoming traffic! Ouch! Great bits in this average game, and boy, do we need 'em!

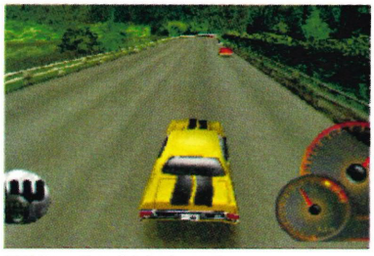


1 Whack! Outta my way! 2 Speed down the hill... 3 ...And go into orbit!

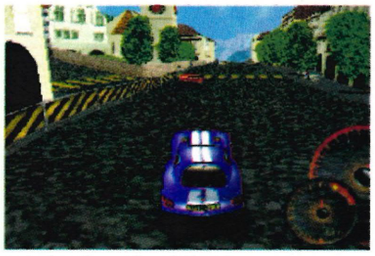
I'll take that one, please!

You get a choice of some 17 cars to race with here. Some are real fanny magnets, like the Jaguar and some are racing numbers, like the Dodge Viper. Some are just Starsky and Hutch rejects, like the 70's Chevy!

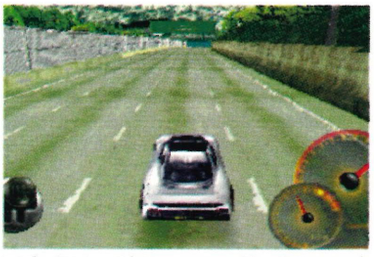
A right old mix of motors, but they're are a bitch to drive with a normal controller. They move like a pissed-up slug. This is supposed to be a racing game, not a crap car contest! Get yourself an analogue pad 'cos the cars handle better with it.



■ **Yellow: Tasteful..in the 60s!**



■ **Dodge Viper: Nippy little thing**



■ **The '98 Jag: What woman could resist?**



■ **A Nissan: In a racing game? Odd, that**

Not a bad game, with long tracks and nice cars. But with so many better racing games about, there ain't much to make you wet your pants over this. Nick

PlayStation plus
RATED 70%

■ **OUT** NOVEMBER ■ **BY** EA SPORTS ■ **COSTS** £39.99 ■ **PLAYERS** 1-8
■ **COMPATIBILITIES** JOYPAD ANALOGUE PAD, MEMORY CARD, MULTITAP

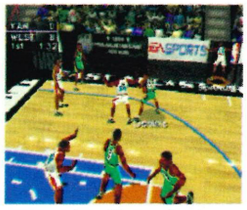
NBA LIVE 98

The number of basketball games for the PlayStation is pushing 300,000 at the last count. Never mind. Room for one more?

In America this century, if you turn out to be seven feet tall, you play basketball. Last century you'd have been sold to a circus sideshow. For us normals, games like NBA Live 98 are our only way in to the sport of giants. And on this evidence it seems like the big guys are into something fun.

Lotsa players

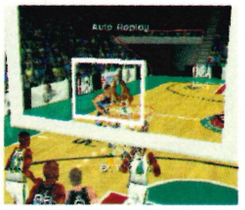
NBA Live 98 is kitted out for really mental multitap action. You can have up to eight people playing at once, which can't be bad. Get this game and it's all back to yours after last orders. Even on two player, it's a running, jumping, grievous foul-committing riot.



■ **A rough tackle is called for**



■ **Speedy bouncing/dribbling**



■ **Goal! Oh, sorry. Basket!**

Gameplay

NBA Live 98 is quite easy to pick up and play, even if you're not quite sure how you score goals in basketball. And once you've mastered it there's enough adjustable bits to keep you happy just adjusting things for a couple of days, so there's enough depth and variety to keep you coming back to the slick simulation mode.



■ **Bouncy, bouncy. As us basketball pros say**

What we like

Detail! Detail!

Graphic-wise, if games were gals, this would be one foxy lady. The players are real polygon smoothies, and detailed to boot. And that one with the silly hair, Denis Rodman: his hair randomly changes between fluorescent colours! Way cool! On the pitch, your players run and turn like real people rather than jerky joypad puppets. But don't fret, you're still firmly in control. Slam dunk! And, erm, other basketball phrases.



1 The action shots in the game look finger-lickin good 2 But when you want to admire your handiwork the action replays are even better 3 Movement is pretty crisp and sweet

From head to toe, NBA Live 98 is lip-smackingly gorgeous to look at. Not only that, but it's a goer as well, and there's a whole bouncing bundle of gameplay. Rob

PlayStation plus
RATED 87%

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TEST DRIVE 4™

BEAUTY vs. BEAST

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WINDOWS 95

PlayStation

■**OUT** NOVEMBER ■**BY** SCEE ■**COSTS** RENTAL ONLY ■**PLAYERS** 1
■**COMPATIBILITIES** JOYPAD, MEMORY CARD

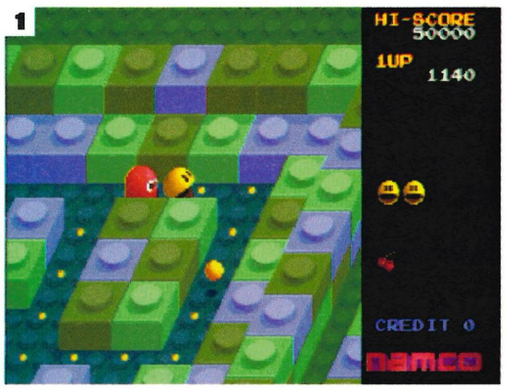
NAMCO MUSEUM 5

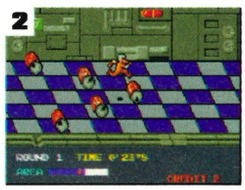
Sad anorak pastime or a return to classic gaming? Whether you like it or not there's yet another retro release on the way...

If you're looking for a game that'll squeeze every last drop of power out of your PlayStation, you won't find it here. After all, retro titles suffer from prehistoric graphics and sound. But on the other hand they usually boast some seriously addictive gameplay. Namco Museum Volume 5 just manages to pull it off.

What you get

What you get is five games as old as the hills. Pac Mania is a 3D version of Pac Man which gives you the added ability to jump over ghosts. In Metro-Cross you run and jump through trap-filled levels within a certain time limit. Dragon Spirit's a frantic shoot 'em up against mythical monsters. Another blast is included in the form of Baraduke; a jet-packed romp. The whole caboodle is topped off with the hack 'n'slash Legend Of Valkyrie.







1 Pac Man goes all 3D **2** Metro-Cross is a race against time
3 Dragon Spirit is a classic blast in every sense

Value for money?

Pac Mania, Metro-Cross and Dragon Spirit may look crusty, but they're chock-full of quality gameplay. The Legend Of Valkyrie is fun for a while (if cute graphics don't make you wanna upchuck) but it's over far too quickly. It's a pity Baraduke, or steaming pile of dog shit, had to be included because it really lets the side down. Still, four out of five ain't bad.



■ The Legend Of Valkyrie is fun for a while



■ Baraduke should have been left forgotten

The best Namco Museum so far. Not something to impress yer mates with after a night in the pub perhaps, but still enjoyable in a rack-up-points kinda way. **Jon**

PlayStation plus
RATED 75%

■**OUT** NOVEMBER ■**BY** VIRGIN ■**COSTS** £34.99 ■**PLAYERS** 1
■**COMPATIBILITIES** JOYPAD, MEMORY CARD

RESIDENT EVIL: DIRECTOR'S CUT

There's a few new touches but Resident Evil: Director's Cut doesn't add much to the original. What was that? 'Cash-in'? Never!

We're drooling. We've all glimpsed Resident Evil 2 but the game won't be finished until the new year. What to do? Resident Evil: Director's Cut might scratch that zombie-killing itch, but then £35 is a touch steep for just a revamp.

Three in one

The Director's Cut offers three versions of Resident Evil on one CD. Original mode is the standard game and there's no denying it's a classic. A training section has been added for beginners who want to take it slow (although we don't see the point). Then there's the advanced version. And that's the one that's been tweaked and retouched. How? Read on...



■ There's loads of ammo in beginner mode...



■ and zombies die quicker

New edition

Here's how things have changed in the Director's Cut version: The two characters you control, Jill and Chris, have been kitted out in different clothes; a machine gun has been added; there are more baddies and it's now possible to blow zombie's heads off using the standard pistol. Some classic scenes like the first crow room have been altered slightly but other than that there's really hardly any difference...

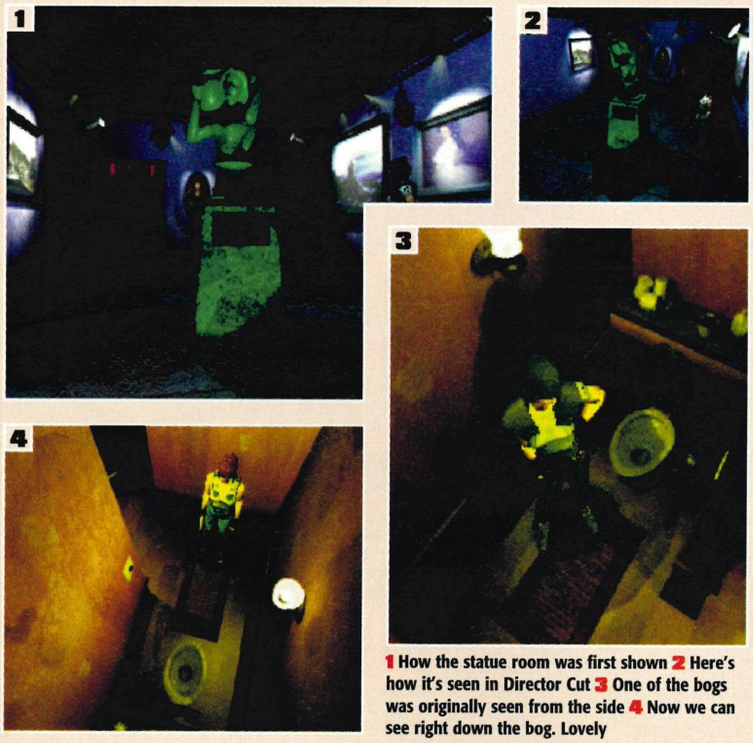


1 The crow room is more dangerous in the Director's Cut **2** Jill as she appears in Resident Evil **3** Jill as she appears in the Director's Cut. Er, sexier, then **4** Little guns can pop fat heads this time 'round

Room with a view

In the advanced mode some camera angles have changed. Presumably this is to make control easier. Remember the statue room? Well, now it's easier to push around objects to get to the map. Which is a good thing of course.

On the other hand it's difficult to imagine why a downstairs toilet which was originally seen from the side, is now viewed from right above. Get a load of them skidmarks!



1 How the statue room was first shown **2** Here's how it's seen in Director Cut **3** One of the bogs was originally seen from the side **4** Now we can see right down the bog. Lovely

That Resident Evil 2 demo

If you're desperate to get yer mitts on Resident Evil 2 you'll be cock-a-hoop with the playable demo of the game that's bundled with the Director's Cut. Zombies have moved from the mansion into Raccoon City centre and as soon as the game opens all hell's let loose. Action is fantastic but it's over in about 20 minutes and you'll be more frustrated.



1 Wow real mayhem. Burning cars and flamin' zombies **2** Blood drips from a ceiling. What the hell's up there? **3** I only asked for directions. There's no need to bite me head off

winner True Res Evil fans will not be impressed with the changes. On the other hand, if you haven't already got the game this is a good excuse to get it. **Jon**

PlayStation plus RATED 91%

■ **OUT** DECEMBER ■ **BY** CODEMASTERS ■ **COSTS** £44.99 ■ **PLAYERS** 1-2
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE CONTROLLER, STEERING WHEEL

TOCA TOURING CAR CHAMPIONSHIP

Indy Car and F1 may be faster, but when it comes to crashes and lunatic driving Touring Car Championships have the edge.

Saloon cars are dull, especially the way olds potter along in 'em. But imagine if they were fitted with massive engines then driven with total disregard for safety. That's exactly what happens in the Touring Car Championships and now you can join the rubber-burning action on your PlayStation. Goody.

Graphics

Cars all look spot on. Programming bods have used lasers to scan body lines from real models and when you see them from the outside the result looks good.

Using an in-car camera is much more messy. Your hands look like tentacles with mittens on, but at least the wheel moves. As you motor around the track some of the scenery pops up from nowhere, but luckily not enough to spoil the game.



■ Out of car: looks sexy but not so much fun to drive 'cos it's nowhere near as fast as in-car view



■ From the cockpit: deformed hands but your mind'll dissolve. And that's a good thing readers

What we like

Details...

TOCA Touring Car Championship likes little details and so do we. Belting along in the wet you'll notice lights reflecting off the wet track and water being kicked up by tyres. If you suddenly slow down you'll see puffs of smoke as the tyres burn. Cones can be dragged along, boards smashed to pieces and there's the obligatory skidmarks (arf!). Put these little features together and it makes all the difference.

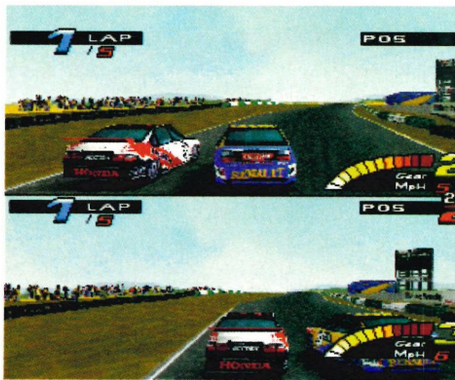


■ Gosh what convincing reflections

Head-to-head

Following the trend set by almost every other PlayStation racing game, TOCA has a two-player option that's wank. The graphics aren't as good and it doesn't feel as fast.

The worst thing is no other racers are involved besides you and your mate, resulting in instantly forgettable action. Here's how our races went: Player one bodges a corner and off goes player two; player two skids off and player one sails past...

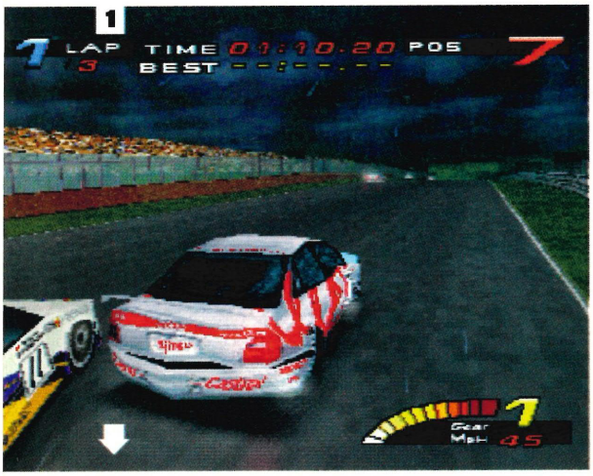


■ No need for cocoa, this'll send you to sleep

»

Bump and grind

There's nothing to beat a panel-denting pile-up and TOCA gives you the chance to pull off spectacular crashes. When vehicles slam into each other it's a real metal-crunching experience. Damage shows up in all the right places and quite frankly wrecking the motors is just as much fun as racing them. Warnings and penalties are handed out for reckless behaviour, which can be annoying but also stops you cheating by using others cars to slow down at corners.











1 There goes a bumper, back window and tail light 2 Could be trouble brewing 3 Slight contact with the barrier and it's goodbye track 4 Hey steady on chaps 5 Time to exchange your insurance details

Secrets

TOCA's options are a bit thin on the ground, especially when it comes to customising the cars.

However, we do know the game has some extra lickle bonuses like a lava track, hidden vehicles and other options that Codemasters is keeping schtum about at the moment.

Don't you worry, though, as soon as we can prise the details from the makers, we'll print 'em.



■ Wheels on fire



■ Mystery garage

plus

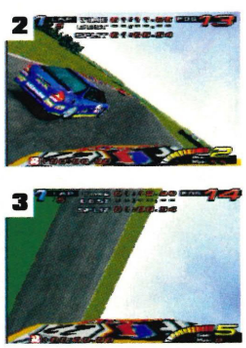
We'd like to say...

Even using a bog-standard controller, TOCA's a ball bustin' experience, but to get the most from the game you gotta get a steering wheel. We recommend the Top Gear model from Logic3. Plugging this baby in you really appreciate how amazingly realistic TOCA is. Skids become easier to control, gear changing's a doddle and taking the perfect line through corners gets to be second nature.

Handling

It's the slippery, on the edge way cars behave that makes TOCA blistering entertainment. To begin with handling is a bastard to get to grips with, but practice pays off and you start powersliding around corners or regaining control mid-spin. Different surfaces turn all lessons on their heads. Touch too much grass (ahem) and there's no way to avoid an encounter with barriers. Gravel causes wheel spins and slows you to a crawl. Bumpy sections can flip the car and in the wet handling turns very slippy.

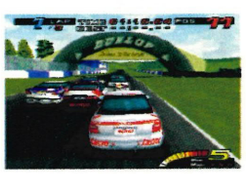




1 A split-second break in concentration or some heavy-handed driving... 2 And you're in trouble straight away... 3 All of a sudden the ground's in the wrong place and you're at the back of the pack

Tracks

The game gives you nine UK tracks to choose from. All have been modelled on the real thing which actually means they're a bit dull. And since TOCA is a simulation more than an arcade game we just have to put up with a lack of landmarks. Perhaps someone should suggest to track owners they slap in some windmills, waterfalls and tunnels...



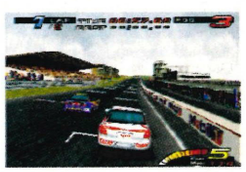
■ Donnington GP



■ Silverstone



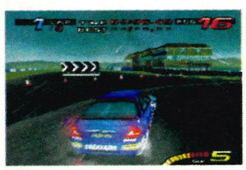
■ Thruxton



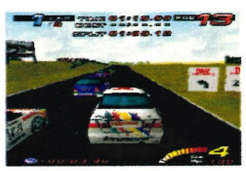
■ Brands Hatch



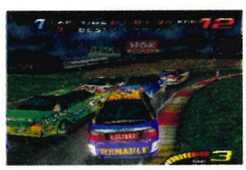
■ Oulton Park



■ Donnington short



■ Croft



■ Knockhill



■ Snetterton

winner A scorcher of a game. Some of the tracks are a bit on the bland side but once you get behind the wheel it's a thrill-a-second ride. Buckle up now. **Jon**

PlayStation plus RATED 91%

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■**OUT** NOVEMBER ■**BY** OCEAN ■**COSTS** £44.99 ■**PLAYERS** 1-2
■**COMPATIBILITIES** JOYPAD, MEMORY CARD, ANALOGUE PAD

JERSEY DEVIL



What's purple, hard and makes you scream when you play with it? Jersey Devil.

Mutant vegetables are taking over New Jersey thanks to the evil powers of Dr Knarf. The world's gonna be at the mercy of courgettes! Maybe growing silly horns and running and jumping about a lot will end this madness. Perhaps.

He's a star

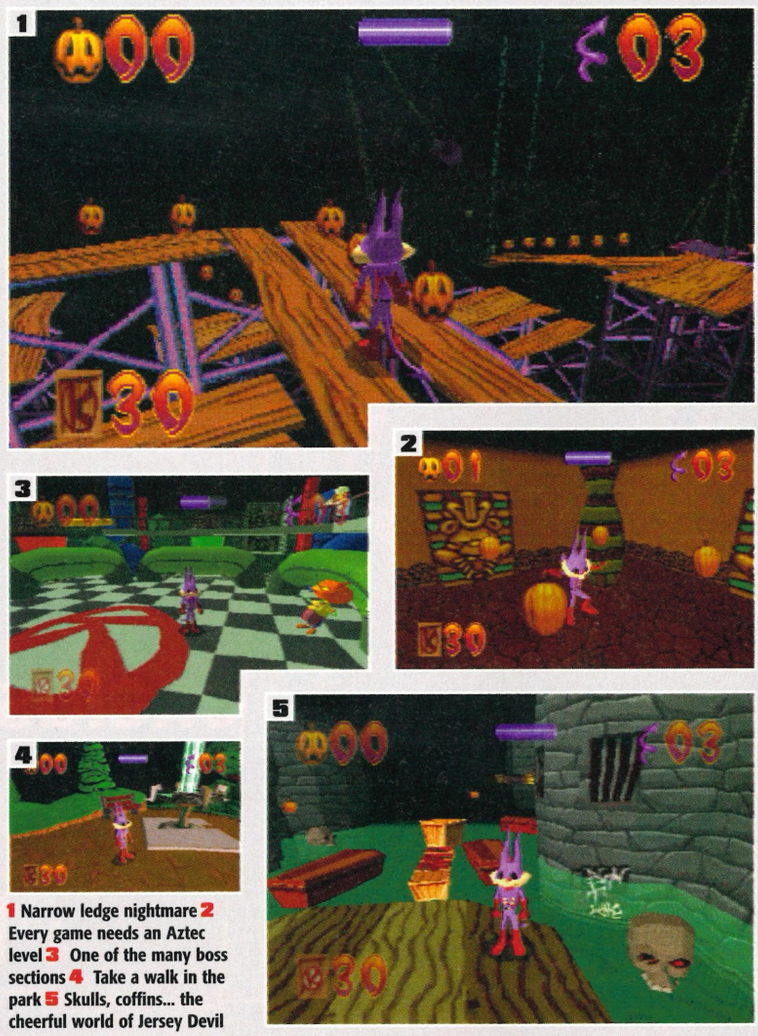
Any hero worth his salt needs to be able to call on a few tricks. Our friend Jersey can jump, spin, somersault, pick up and throw objects, attack with his pointy tail and even glide thanks to a small pair of wings. Which is all very well, but one thing he does have trouble with is walking. Try a tight ledge and you'll see what we mean - it won't take long for frustration to set in. Still, at least JD can scratch his arse when he stands still.



1 Jersey's jumping spin attack **2** Gliding on his little wings **3** Squatting. Surely that's illegal? **4** About to bomb a butterfly **5** Mr D scratches his arse. Like we all do when we're waiting around

Levels

With hundreds of play areas, Jersey Devil should last a good few sittings. There's over 50 levels, and they're all split into eight sections making (carry the four, divide the root)... good value for money. Not only are there loads of them but they're solid, atmospheric and always chock full of challenges, Jersey Devil is a well thought-out platformer.



1 Narrow ledge nightmare **2** Every game needs an Aztec level **3** One of the many boss sections **4** Take a walk in the park **5** Skulls, coffins... the cheerful world of Jersey Devil

What we like

Animation

Jersey Devil looks like it's been created by a team of classic cartoonists. Style-wise it's similar to Tom and Jerry, Road Runner and a whole bunch of other proper cartoons. Which is cool.

What would have been even cooler was if some of the cartoon humour had also found its way into the game. Still, we can't have everything, can we?



■ There's trouble brewin' at Dr Knarf's lab

■ Evil bloke Pumpkinhead has found something...

■ Ahhh. A cute Jersey Devil baby. Girls'll love him

Baddies

Cute enemies are the order of the day. In the levels you'll find bees, spiders, ladybugs, snakes and the like. Enough of them, but not too many. Killing 'em is straightforward. Jumping and spinning in a random manner usually takes care of most.

Occasionally larger creatures need more work and you need to the weak spots for the big bosses appearing at the end of levels and sub bosses who pop up halfway through.



■ Pumpkin bombers from level one. A couple of spins'll do it



■ Kill Bees quickly or else. If there's a hive they'll reappear



■ A bony T-Rex comes back to life. Seems like his lost his bite



■ Cave duck. Watch out for the club



■ Death by cleavage. Yes please

plus

We'd like to say...

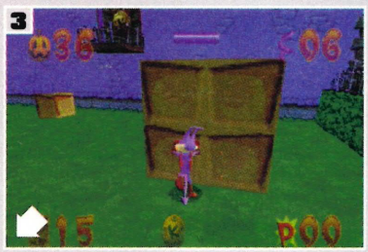
Despite a few shortfalls, like not being able to run without falling off things, Jersey Devil is a classy platformer. It's got big, solid areas to explore rather than just a path to run along. It may not try out many new ideas, but what it does, it does well.

Gameplay

Wait for it, you have to smash crates. Please, no more crates, give us anything but flippin' crates. Nuff said. The idea is to open wooden boxes and collect letters to spell Knarf,and get a key for the next area. Ledges, swings, traps, slides, and a zillion obstacles block your path. Puzzles are cool, ledges are tight, but overall gameplay is on the fussy side.









1 Collect letters hidden in familiar looking crates. How? Smash 'em of course... **2** spell Knarf (don't worry the computer puts 'em in the right order) and get a K sign which is actually a door key... **3** track down the exit. Sometimes the way out's difficult to reach. In this case you've either got to push boxes into the right position, or shin up a pole then glide to a balcony. **4** Onto area number two. From now on puzzles and tasks get much harder so JD should take ages to complete.

Rent it Incredible graphics aren't quite backed up by the gameplay. It's big and challenging but Jersey Devil is just a tad too fiddly in places. **Jon**

PlayStation plus

RATED 90%

■ **OUT** DECEMBER ■ **BY** PSYGNOSIS ■ **COSTS** £39.99 ■ **PLAYERS** 1
■ **COMPATIBILITIES** JOYPAD, MEMORY CARD, MOUSE

DISCWORLD 2

Fantasy writer Terry Pratchett's always been good at providing us with puzzles. Like: why the hell is the beardy bloke still grinding them out after all these years?

Anything that involves pointing and clicking with a mouse is generally about as likely to make you laugh as having someone savagely thrust a dagger up your arse. Ignoring this fact, the Pratchett-inspired puzzler Discworld 2 uses the talents of ex-Python Eric Idle and sets out to become a point-and-click rib tickler. Stop us if you've heard this one before.

The Plot

Yep. Its the same one as the last three hundred and something Discworld novels - old Boney, Death himself, has gone on holiday/fallen in love/vanished/resigned (delete as applicable). and it's up to some socially inadequate Discworld inhabitant to save the day. Yawn. In this case, it's Rincewind, incompetent wizard, and star of the only two funny Discworld novels. Now read on...



1 Rincewind looking run down in front of a maze with a chicken in it **2** A ghost, some ruins. Rincewind's still looking pretty run down

What we like

Laugh?

Eric Idle is one of those Pythons who seems to have been in suspended animation since the seventies, but here he's been reanimated to quite good effect. The dialogue in the game makes a good stab at capturing the funny bits of the books, and Eric Idle dusts off his cockney accent and really gives it some as Rincewind. But don't get too excited. There's not much chance of you fouling your clothing in fits of laughter. But you might raise a chuckle or two.



■ We're off to see the wizard... yeah, yeah



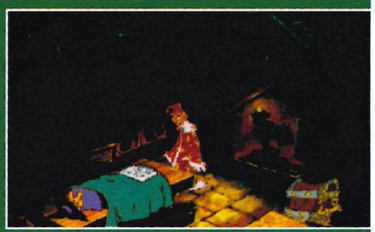
■ The librarian's the ape hanging from the tree



■ Rincewind gives it cockney darn the rub-a-dub-dub



■ Do you fancy a look at my Python? Eric Idle asks the wizard suavely



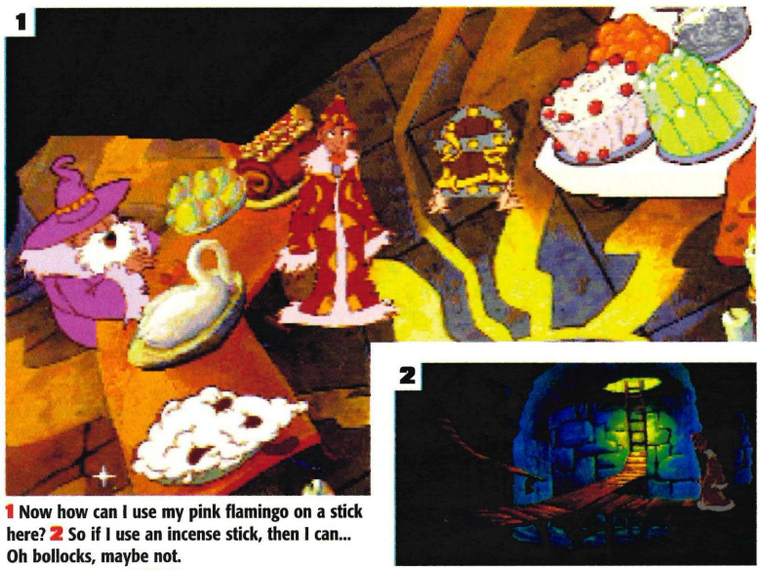
■ Rincewind goes on a bedside visit to a witch. Wake up and do something, you old boot

»

Gameplay

Gameplay in Discworld centres around object puzzles: You take your incompetent wizard round a series of screens, using mouse or joypad to click on things to make Rincewind move towards them, pick them up, look at them and stuff.

Once you've worked out how to use a set of objects on each other, you can usually move on to a new set of screens. Discworld 2 really is packed out with interesting and strange fings to pick up, people and non-people to speak to and screens to look at.



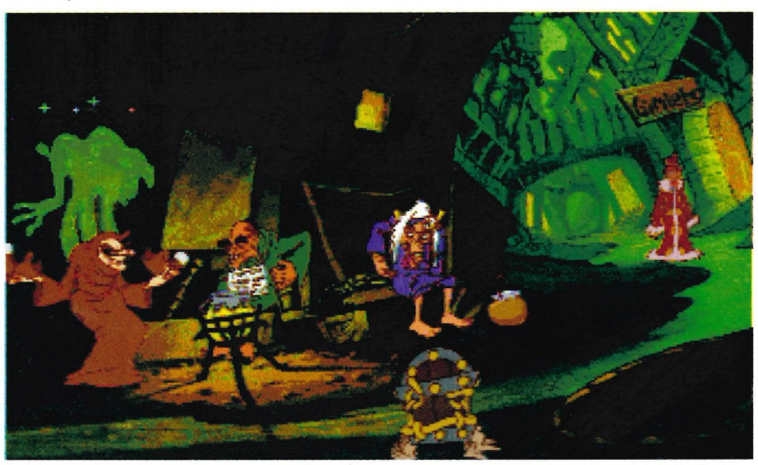
1 Now how can I use my pink flamingo on a stick here? 2 So if I use an incense stick, then I can... Oh bollocks, maybe not.

plus We'd like to say...

Discworld 2 has made an effort to soften the blow of its mad object puzzles - instead of getting a 'won't work' message when you make a stab in the dark, you'll often get a hint. This is a Good Thing. Like when you try and use your pint of booze on someone, it says: 'You can't soak that in alcohol'. Hint: the booze is for soaking.

Too many objects spoil the...

In Discworld 2, your luggage can carry an almost infinite amount of things, but after just five minutes of play it's getting pretty stuffed. Soon you're carrying more objects than the average supermarket shelf, and this is all fine and to the good, until you start trying to work out Discworld's wacky puzzles. The wacky count of the puzzles is often high, and it's difficult to work 'em out logically: so why not try a random object from your pack? Doh! You've got about ten thousand weird things in there. This is going to take some time...



■ **Rincewind wanders three beggars. Can he use one of the 40,000 objects in his bag? You'll be lucky**

Discworld is a nice looking, medium-to-well scripted adventure that suffers from an overdose of weird puzzles. But then again, if you really like weird puzzles... Rob

PlayStation plus RATED 75%

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SUPER FOOTBALL CHAMP

If this is football, we're bloody Dutchmen!

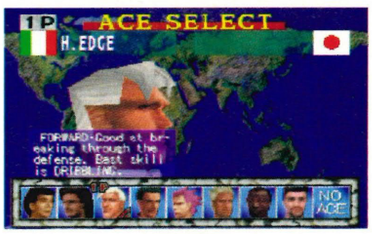
Football. It's excellent. At it's best it's fast, you'll see a couple of thirty-yard screamers, and the fans will sing songs about Posh Spice to David Beckham. Lovely. Super Football Champ, on the other hand, is about as exciting as a wet nil-nil draw at Hull. There's a bit of passing, a couple of fouls, and a few shots. But in between there's more running around than a school playground. Beautiful game? Bugger off is it

My main man!

Having picked a team from the internationals on offer, you are offered an 'Ace' player to lead your squad. 'Ace' acts as either a super striker, midfielder or defender, and is equipped with one particular fancy move. When he is being used, he is also has the word 'Ace' floating above his head. So you don't forget.



■ **Pick your key man from those on offer**



■ **Ace! Ace! He's our man! If any can, etc, etc...**

Alas Smith and Jones

One nice touch is that you can replace player names with your own. As such, the England team can be dominated with your mates or members of the family.

Thirty-yard shots (not that there are many in the game) can then be claimed as your own. Although, bizarrely, the game doesn't have replays so you don't actually get to see see your moments of glory again and again.



■ **Pah! Who needs Shearer and Ferdinand!**

What we don't like

Feeble players

Imagine this. Ian Wright is legging it towards Man Utd's goal. He brushes past Ryan Giggs and falls over. Giggs then falls over when he touches Dennis Bergkamp. And so on. That's just what happens in Super Football Champ. One of your players gets the ball, is touched by a defender and falls over. So you bump into them to get the ball back. The words 'utter' and 'toss' spring to mind.



1 Get up, for Christ's sake! 2 The mighty Brazilian

This is utter, total and unbelievable crap. The action never gets going, the goalkeepers are thicker than a moron meeting, and you'll need more skill having a pee. Steve

PlayStation plus RATED 46%

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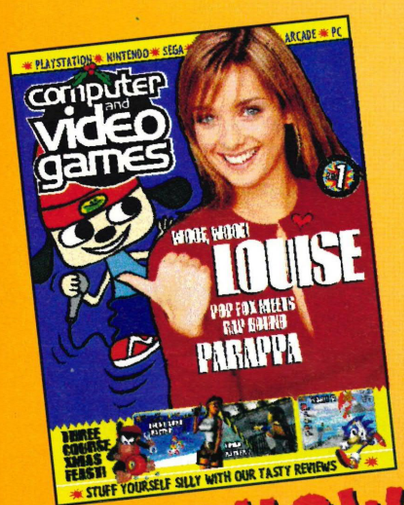
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"LOUISE IS ONE CAT I HAD TO CHASE! AROOO!"



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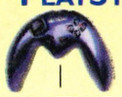
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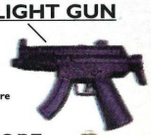
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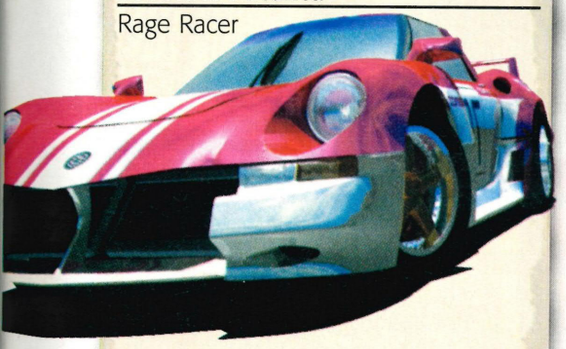
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Cool Motors

PlayStation racers boast models with better curves than Caprice. We've clocked the vital statistics of six dream machines...

Assoluto Fatalita

Rage Racer

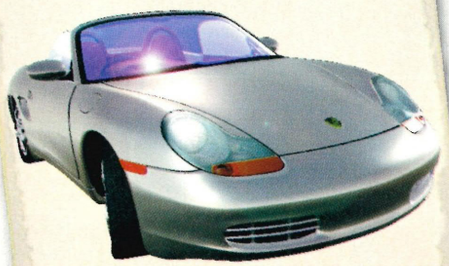


Price	20,000egs
0-60	4 secs
Top speed	190 mph
Handling	6/10
Strong points	Straight lines
Weak points	Corners
Likely to pull	Italian totty

Not the fastest beast in Rage Racer, but certainly the sexiest. Tuned to the edge it's perfect for the extreme oval, but don't bother trying to take it on any other track.

Porsche Boxster

Porsche Challenge

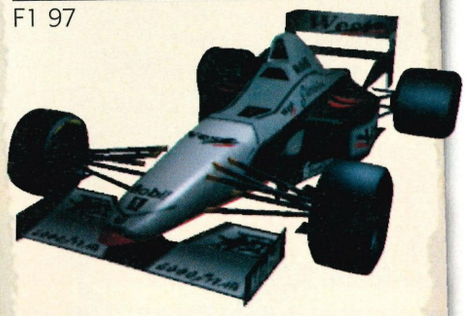


Price	£34,095
0-60	6.9
Top speed	149 mph
Handling	5/10
Strong points	It's convertible
Weak points	Dull to drive
Likely to pull	Horsey Sloane

In real life the Boxster's an amazing bit of kit. Unfotunately Porsche Challenge makes it feels like Del and Rodney's three wheeler.

McLaren

F1 97

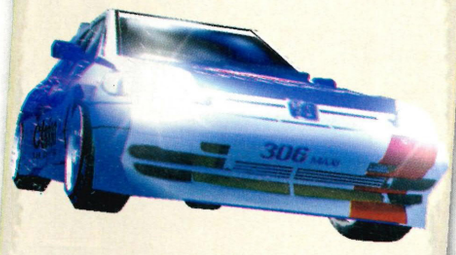


Price	Stacks of cash
0-60	2.4 secs
Top speed	214 mph
Handling	9/10
Strong points	Bastard quick
Weak points	Comfort
Likely to pull	Several Gs

Just like in real life, the McLaren is the surprise performer in F1 97. With a bit of careful handling and the right set-up this baby will constantly finish first.

Peugeot 306

V-Rally



Price	£25,000
0-60	5.2 secs
Top speed	131 mph
Handling	8/10
Strong points	All rounder
Weak points	It's French
Likely to pull	Hairy armpit birds

Some of the four wheel drive cars beat the 306 into the ground, but nothing touches its mix of speed and stability. A lovely motor if you've only just passed ya test.

Flying Car

Syndicate Wars

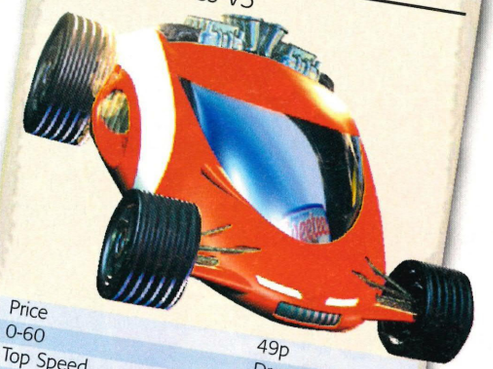


Price	Free
0-60	Instant
Top speed	100 mph
Handling	7/10
Strong points	It floats
Weak points	It crashes
Likely to pull	A cyborg

Church of the New Epoch delivers this aerial creation after you've done enough civilians and rival gang members. It's fun but dangerous.

Ultra

Micro Machines V3



Price	49p
0-60	Dream on
Top Speed	43,200 inches ph
Handling	6/10
Strong Points	Fits in pocket
Weak Points	Leg room
Likely To Pull	Polly Pocket

This pint sized model can be yours when you win the game's championship races. It's the fastest toy around. Hold down the gas and it won't stop accelerating.



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HOW WE RATE STUFF

0-50%.....Total toss
51-60%.....Just toss
61-70%.....Only okay
71-80%.....Good, not great
81-90%.....Almost classic
91-100%.....Essential play

best buy Top PlayStation gear to boost your gameplay.

winner A great game (91% plus) you've just got to play.

Rent it Only worth renting. Don't buy it!

import Only available on import.

PLUS

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p152 Your five greatest PlayStation deaths
Button bashers
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Company contacts
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Retro stuff

Rental Chart

BLOCKBUSTER™

Wanna try before you buy? The hottest rentals this month

Key: (NE) New Entry
(RE) Re-Entry
(4) Position Last Month
(-) Same Position

1. **(NE) Nuclear Strike (EA)** Soviet Strike sequel's a doozy!
2. **(NE) Int. Track and Field (Platinum)** Button bashing a-go-go
3. **(NE) Abe's Oddysee (GT)** You'll need more than three days...
4. **(2) Rayman (Platinum)** Sensible. Try before you buy.
5. **(NE) Formula 1 97 (Psygnosis)** Newer than new F1 racer couldn't fail.
6. **(NE) Destruction Derby (Platinum)** Smash 'em up racer. Yeah!
7. **(4) Road Rash (Platinum)** Racing, roads, cars: it's all here...
8. **(1) V-Rally (Ocean)** Has Rage Racer met its match?
9. **(5) PGA 96 (Platinum)** Proving that golf-mad dads rent too.
10. **(NE) Actua Golf 2 (Gremlin)** The best golf game on the 'Station!

Jargonbuster!

How our listings work

Company: Who sells it? **Players:** How many can play? **Memory Card:** Can you use one to save games? **Link-up:** Can two players play on two machines? **Mouse:** Do you need one? **Multitap:** Allows lots of players to play **Special:** Guns or special controllers?

2Xtreme £44.99

Company SCEE **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Really poor sequel to Extreme Games. Very few improvements. **55%**

3D Lemmings £44.99

Company Psygnosis **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✔ **Multitap** ✘
Smart 3D graphics, but uninteresting and awkward gameplay. **81%**

4-4-2 £34.99

Company Virgin **Players** 1-4
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
An absolute disgrace of a football game and this mag's lowest score ever! **14%**

Abe's Oddysee £44.99

Company GT Interactive **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
winner
Great-looking and great-playing weirdo adventure. **91%**




Actua Golf £44.99

Company Gremlin **Players** 1-4
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Cyber-golf at its most realistic. The best golf game on the PlayStation. **88%**

Actua Golf 2 £44.95

Company Gremlin **Players** 1-4
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Rent it
Cosmetic improvements only, power-bar controls are a bit too familiar... **83%**

Actua Soccer £19.99

Company Gremlin **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
3D graphics eclipsed by flawed gameplay. Nice, but a little dated. **68%**

Actua Soccer: Club Edition £44.99

Company Gremlin **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Same as Actua Soccer, but has Premier teams. Too little too late... **60%**

Adidas Power Soccer £44.99

Company Psygnosis **Players** 1-4
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✔
winner
Football game which favours cool graphics over yer actual gameplay. **92%**




Adidas Soccer International 97 £44.95

Company Psygnosis **Players** 1-4
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✔
A follow-up to Adidas Power Soccer, but we don't rate it nearly so highly. **70%**

Agent Armstrong £TBA

Company Virgin **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Mindless blasting, easy puzzles and daft graphics... Okay, but that's all. **75%**

Agile Warrior £39.99

Company Virgin **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Fairly challenging arcade-style aircraft shoot 'em up. Neat, but no cigar... **85%**

Air Combat £19.99

Company Namco **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
A miss from Namco? Yeah: tedious, lacks depth and variety. **80%**

Ace Combat 2 £34.99

Company Namco **Players** 1 **Special** Analogue pad, NegCon
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Fighter pilot extravaganza. Buy planes, and shoot everything! **85%**

Air Race £44.99

Company THQ **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✔ **Multitap** ✘
Rent it
Racing takes to the skies. Easy to pick up and fun to play. **76%**

AIV Evolution Global £44.99

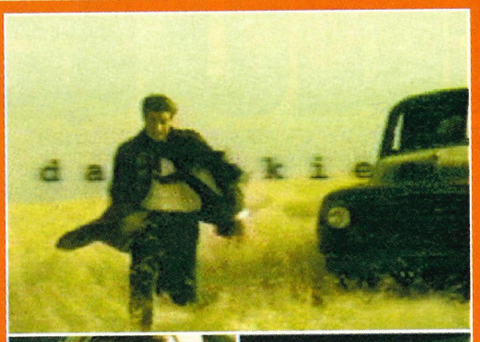
Company SCEE **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✔ **Multitap** ✘
Good fun, pretty enjoyable, but overwhelming resource management sim. **86%**

Alien Trilogy £19.99

Company Acclaim **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✔
winner
Excellent Doom clone which captures all the scares of the films. **91%**




Sites for Sore Eyes: Top Internet sites







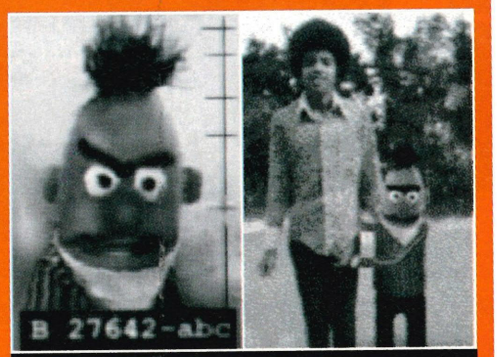
Dark Skies
http://casi.simplenet.com/j/oldsite/tv/ds/dreamland.html
Very sexily designed site with loads of video stills, info and audio files devoted to the paranoid TV series. If you can't get enough of believing bug-eyed aliens murdered JFK, look no further...

PlayStation Cheats
http://www.vidgames.com
Playstation tips and cheats and FAQs: but beware, this one's American, so some of the cheats might not work. You can but try...

Worst Web Sites
http://www.worstoftheweb.com
A showcase for examples of online bollocks and accidental html hell. Cruel. But extremely amusing.

Official PlayStation Europe
http://www.playstation-europe.com
Launched early November, this will be an online community for gamers to swap hints and cheats.

Evil Bert
http://fractalcow.com/bert/bert.htm
Intriguing site accusing Bert from Sesame Street of all sorts of crimes. There's even photographic 'evidence' of Bert doing his evil work on the young Michael Jackson.



Bert: innocent puppet, or satanic criminal mastermind?

All Star Soccer £44.95
Company Eidos Players 1-4
Memory card✓ Link-up✗ Mouse✗ Multitap✓
Tries to mix footie and humour. Doesn't make much of a job of it either... 34%

Alone In The Dark £39.95
Company Infogrames Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Interesting puzzles fail to make up for the game's dated presentation. 82%

Andretti Racing £44.99
Company EA Players 1-4
Memory card✓ Link-up✓ Mouse✗ Multitap✗
A lightweight alternative to the fantastic Formula 1. 85%

Aquanaut's Holiday £39.99
Company SCEE Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Environmentally friendly undersea adventure. Worthy and very dull. 53%

Area 51 £44.99
Company GT Players 1-2 Special Light Gun
Memory card✗ Link-up✗ Mouse✗ Multitap✗
A bland shoot 'em up based on an arcade game. 52%

Assault Rigs £44.99
Company Psygnosis Players 1-2
Memory card✓ Link-up✓ Mouse✗ Multitap✗
A nice idea, but just too simple and too easy for its own good. 81%

Atari Collection £44.95
Company GT Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Golden-oldie retro compilation. Ideal for old farts everywhere... 75%

Ayrton Senna's Kart Duel £44.99
Company Philips Players 1-2
Memory card✓ Link-up✓ Mouse✗ Multitap✗
Very grim and substandard racing game. Avoid at all costs. 32%

Ballblazer Champions £44.99
Company Virgin Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Very fast, very furious and fun: play futuristic footy with spaceships. 87%

Battle Arena Toshinden 2 £49.99
Company SCEE Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Great visuals, but doesn't make it with the gameplay. 71%

Battle Stations £44.95
Company EA Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Okay, so this is a pretty concept, but the game itself is poorly done. 52%

Batman Forever £44.99
Company Acclaim Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Total stinker. Beat 'em up boredom, even if you're a bonzo batfan. 28%

Bedlam £44.99
Company GT Players 1-2
Memory card✓ Link-up✗ Mouse✓ Multitap✗
Tactical blaster, and you do need that mouse to get the most out of it. 87%

Big Hurt Baseball £44.99
Company Acclaim Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Basketball games. Great, eh? A good adaptation of a dull sport. 81%

Black Dawn £44.99
Company Virgin Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
This sequel to the explosive Agile Warrior is just as good. 86%

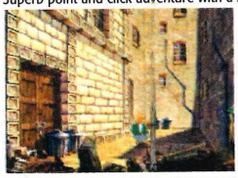
Blast Chamber £44.99
Company Activision Players 1-4
Memory card✓ Link-up✗ Mouse✗ Multitap✓
Anyone for a futuristic game of tag? No? 54%

Blam! Machinehead £44.99
Company Core Design Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Hard to work out. But once you get into it, it's a gripping 3D blaster. 89%

Blazing Dragons £44.99
Company BMG Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Graphic adventure. Good humoured, but too much like hard work. 87%

Break Point £44.99
Company Ocean Players 1-4
Memory card✓ Link-up✓ Mouse✗ Multitap✓
Inoffensive tennis game, but moves take some getting used to. 73%

Broken Sword £44.99
Company SCEE Players 1
Memory card✓ Link-up✗ Mouse✓ Multitap✗
Superb point and click adventure with a strong story atmosphere. 91% Winner

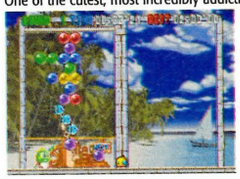




Burning Road £44.99
Company Funsoft Players 1-2
Memory card✓ Link-up✓ Mouse✗ Multitap✗
The PlayStation's equivalent of Daytona USA. Good gameplay and looks. 88%

Bubble Bobble Pack £44.95
Company Acclaim Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Dust down those tank tops, this is one of the best retro collections. 84%

Bust-a-Move 2 £19.99
Company Acclaim Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
One of the cutest, most incredibly addictive puzzle games of all time. 92% Winner





Carnage Heart £34.99
Company SCEE Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Build some robots, then turn them loose to fight in this strategy game. 74%

Casper £44.95
Company Interplay Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Graphics are fine and dandy, but the gameplay's totally average. 62%

Castlevania £44.99
Company Konami Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Old school 2D action and gameplay galore in this Dracula spectacular. 89%





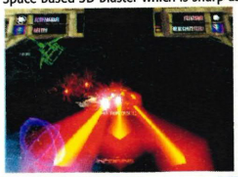
Cheesy the Mouse £44.95
Company Ocean Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
The awful main sprite hides some good platform action. 82%

Chessmaster 3D £44.95
Company Mindscape Players 1-2
Memory card✗ Link-up✗ Mouse✗ Multitap✗
Rough, tough butt-kicking (only joking) chess sim. 87%

City of The Lost Children £44.95
Company Psygnosis Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Excellent graphics in this adventure game, but incredibly annoying. 68%

Clock Tower £44.99
Company Psygnosis Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Poor attempt to move into Resident Evil territory. Boring, dated, not scary. 43%

Colony Wars £34.99
Company ASCII Players 1 Special Analogue pad
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Space-based 3D blaster which is sharp as a tack. Loads to do, too. 93% Winner





Command and Conquer £44.99
Company Virgin Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Conquer the world in this fast-paced strategy game. A classic. 91% Winner





Contra: Legacy of War £44.95
Company Konami Players 1-2 Special 3D Glasses
Memory card✓ Link-up✗ Mouse✗ Multitap✗
3D Version of the classic shoot 'em up. Solid blasting action. 83%

Cool Boarders £44.99
Company SCEE Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
One player only, but this is still brilliant snowboarding fun. 91% Winner





Crash Bandicoot £44.99
Company SCEE Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
A bit frustrating, but this is one of the best platformers around. 86%

Criticom £44.99
Company Vic Tokai **Players** 1-2
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Great graphics, but this 3D beat 'em up still loses out to Tekken. Rent it **82%**

Croc £34.99
Company Acclaim **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Cutesy graphics don't spoil challenging platformer **84%**

Crow 2 £44.99
Company Acclaim **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
If you hated the movie, you'll hate this even more. Crap fighting game. **33%**

Crusader £44.95
Company EA **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Excellent shooting and exploring action in this lone commando game. **85%**

Crypt Killer £44.99
Company Konami **Players** 1-2 **Special** Light Gun
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
The worst lightgun game ever. Stay away! **27%**

Cyber Sled £39.99
Company Namco **Players** 1-2
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Dull arcade shooting game. Even Namco can make mistakes. **69%**

Cyber Speed £39.99
Company Mindscape **Players** 1-2
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
You race about on wires. Not a WipEout-beater. **68%**

Cyberia £39.99
Company Interplay **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Underwhelming shooting and puzzle games. **60%**

D £44.99
Company Acclaim **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Looks great, but way too short: it'll take you an hour to complete. Rent it **83%**

Dark Forces £44.99
Company Virgin **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Old-style graphic, but still an engrossing Star Wars Doom clone. **84%**

Darklight £44.99
Company EA **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
3D space game delivers stunning gameplay and is difficult to master. **87%**

Darkstalkers £44.99
Company Virgin **Players** 1-2
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
Street Fighter meets horror meets fairly average gameplay. **78%**

Davis Cup Tennis £44.95
Company Telstar **Players** 1-4
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✓
We reckon this stinker is one of the worst PlayStation tennis titles to date. **50%**

Defcon 5 £49.99
Company SCEE **Players** 1
Memory card ✓ **Link-up** ✗ **Mouse** ✗ **Multitap** ✗
3D adventure with more wandering about than actual exciting action. **72%**

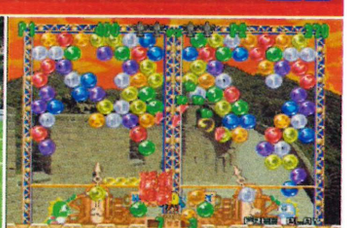
Bargain brigade: New budget releases

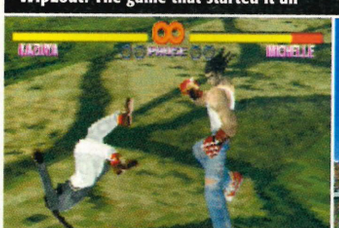
Fancy a bargain? You can't beat the Platinum range for budget gems. Since most of the Platinum games are at least one year old, we've given you our original as-released score, and how we reckon they rate at £20 compared to the very latest games. All these games are out now...

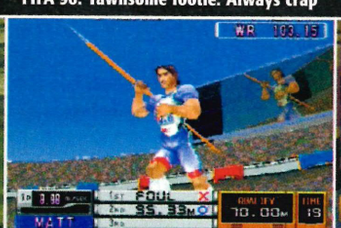
Name	Company	Then	Now	Verdict
Air Combat	Namco	80%	65%	Dull fighter pilot outing that lacks depth.
Alien Trilogy	Acclaim	91%	85%	Scary Doom clone looking a bit slow in its old age.
Bust-A-Move 2	Acclaim	92%	92%	Horrifyingly addictive puzzle game.
Destruction Derby	Psygnosis	88%	72%	Not bad for its time, but showing signs of age.
Fade to Black	EA	91%	87%	Absorbing 3D game that's aged well.
FIFA 96	EA	91%	58%	Slow, boring footie game. Looking very dated indeed.
Thunderhawk 2	Core Design	86%	82%	Chopper game that's rather tasty even now.
Track and Field	Konami	93%	90%	Sports sim excels in multiplayer mode. Winner
Rayman	UBI Soft	57%	43%	Dull then, still dull now.
Resident Evil	Virgin	94%	90%	Bloody adventure. One of the PlayStation's finest.
Ridge Racer	Namco	88%	82%	Classic racer sadly lacking in tracks.
Ridge Racer Rev.	Namco	87%	87%	Better than the original. More cars, better controls.
Tekken	Namco	93%	90%	Silky beat 'em up still worth a look. Winner
WipEout	Psygnosis	91%	76%	Racer looking a touch past it.
Worms	Ocean	92%	92%	Perfect for a night in with mates and lager. Winner

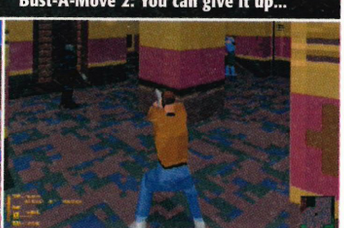

WipEout: The game that started it all


FIFA 96: Yawnsome footie. Always crap


Bust-A-Move 2: You can give it up...


Tekken: Still rocks. And for £20...?


International Track & Field: Multi fun


Fade to Black: Cool adventuring

Why are we waiting?

Characters who do things when you stop making them do things


Pandemonium

1. Pandemonium (BMG)
Our favourite jester's head levitates off and whizzes around.

2. Tekken 2 (Namco)
Think bubbles start to float above heads when you slack off on the button bashing.

3. Excalibur (Telstar)
Lay off the joypad, and the trusty sword doubles up as a leaning post.

4. Crash Bandicoot (Sony)
Spins an apple on his claw and then chucks it into the air. And then turns purple.

5. Jersey Devil (Ocean)
Does what you or I do when we think no-ones looking - he scratches his balls.


Crash Bandicoot: the Bandicoot gets restless


Tekken 2: I'm thinking!


Jersey Devil: Ball-scratcher

The Knowledge: updated every month

Dead Again!

Your 5 greatest PlayStation deaths

1. Abe's Oddysee
Possessing a Slig, and making it explode.

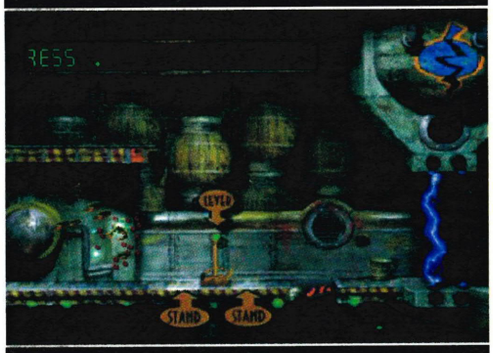
2. Legacy of Kain
Melting enemies with a putresce spell.

3. Doom
Using a rocket launcher on an imp.

4. Nightmare Creatures
Ignatius slicing a zombie with his staff.

5. Resident Evil
Jill punting a zombie's head.

Sent in by Gene Gardner, Londonderry
Think you know better? Mark your entries Best Death and send them to the usual address.



Abe's Oddysee: 3D exploding sligs. Cool



Nightmare Creatures: Slice!



Resident Evil: It's a goal!



Legacy of Kain: Nasty spell



Doom: Imp meet rocket

Descent — £44.99

■ **Company** Interplay ■ **Players** 1-2
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
Doom in spaceships. If you think that's a great idea, you're right. **91%** (winner)





Descent 2 — £44.99

■ **Company** Interplay ■ **Players** 1-2
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
Not enough improvements on the original, but still a good shoot 'em up. **82%**

Destruction Derby — £19.99

■ **Company** Psygnosis ■ **Players** 1-2 ■ **Special** Negcon/Wheel
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
Play a while and you realise it's a shallow game: Great with two players. **88%**

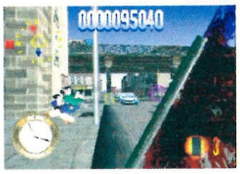
Destruction Derby 2 — £44.95

■ **Company** Psygnosis ■ **Players** 1-4 ■ **Special** Negcon/Wheel
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Better than the original, with faster cars and wider tracks. **89%**

Die Hard Trilogy — £44.99

■ **Company** Fox Interactive ■ **Players** 1 ■ **Special** Gun/Wheel
Memory card✓ **Link-up**✗ **Mouse**✓ **Multitap**✗
Three top games for the price of one. **92%** (winner)





DiscWorld — £39.99

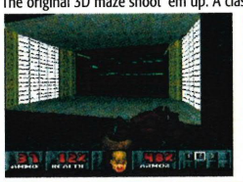
■ **Company** Psygnosis ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✓ **Multitap**✗
Fantasy 'comedy' adventure with annoying puzzles. **71%**

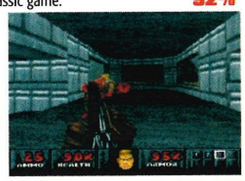
Disruptor — £39.99

■ **Company** Interplay ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Slick ultimately yawnsome first-person shooter. Nice weapons though. **82%**

Doom — £44.99

■ **Company** GT ■ **Players** 1-2
Memory card✗ **Link-up**✓ **Mouse**✗ **Multitap**✗
The original 3D maze shoot 'em up. A classic game. **92%** (winner)





Double Dragon

■ **Company** Tecmo ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Dull fighting sim. Not connected with the coin-ops of the same name... **49%** (import)

Dynasty Warriors — £44.99

■ **Company** Ocean ■ **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Beat 'em up with swords that doesn't really cut it next to Soul Blade. **67%**

Dynasty Wars

■ **Company** Capcom ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
No need for thought or reflection in this action-packed Samurai game. **68%** (import)

Earthworm Jim 2 — £44.95

■ **Company** Virgin ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Conversion of the old SNES classic that manages to be a lesser copy. **79%**

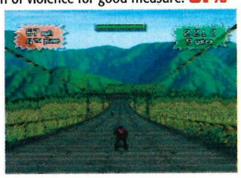
Epidemic — £34.95

■ **Company** SCEE ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Sequel to Kileak the Blood fails to improve on a pretty poor game **64%**

ESPN Extreme Games — £39.99

■ **Company** SCEE ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Oddball sports racing game with a smidgin of violence for good measure. **91%** (winner)





Excalibur 2555AD — £44.99

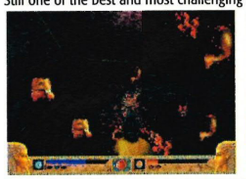
■ **Company** Telstar ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A good, solid PlayStation adventure game with combat and magic. **85%**

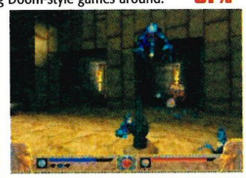
Exector

■ **Company** ARC ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Lacks style and visual excellence. Not very playable. **62%** (import)

Exhumed — £44.95

■ **Company** BMG ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Still one of the best and most challenging Doom-style games around. **91%** (winner)





Explosive Racing — £34.95

■ **Company** TOKA ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Lack of control and cheesy whiff let down fun racer. **51%**

Extreme Pinball — £44.95

■ **Company** EA ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Sad, lonely, orphan of a pinball title with unrealistic ball movements. **44%**

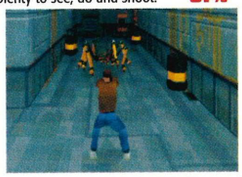
F1 97 — £44.95

■ **Company** Psygnosis ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Improvements all round for this updated racer. **89%**

Fade to black — £19.99

■ **Company** EA ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Absorbing, interesting 3D game. There's plenty to see, do and shoot. **91%** (winner)





Fantastic Four — £34.99

■ **Company** Acclaim ■ **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Dull and repetitive beat 'em up featuring the Marvel comics heroes. **59%**

Felony 11-79 — £39.99

■ **Company** ASCII ■ **Players** 1 ■ **Special** Negcon/Wheel
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Pacey joyriding game which offers lots of bangs for your buck. **81%**

Fifa 96 — £19.99

■ **Company** EA ■ **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Footie game with little control over players and bad camera views. **58%**

FIFA 97 — £44.99

■ **Company** EA ■ **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Not much improvement over '96, since it plays so very slowly... **64%**

Fighting Force — £44.95

■ **Company** Eidos ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Beat 'em up adventure that's dull as dishwater. **66%**

Final Doom — £44.99

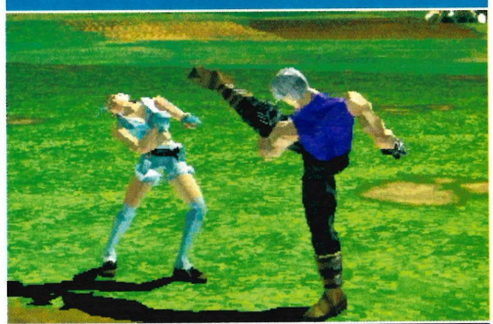
■ **Company** GT ■ **Players** 1-2
Memory card✗ **Link-up**✓ **Mouse**✓ **Multitap**✗
30 new levels, but still, at the end of the day, much the same game. **89%**

PlayStation Posers

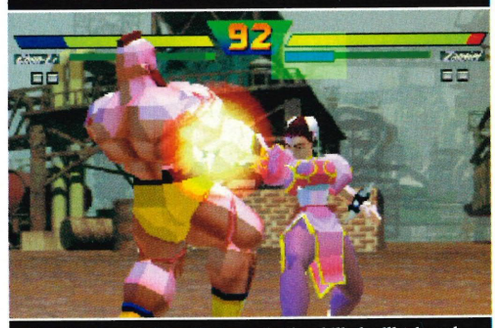
You know the moves. Your mate bashes buttons like an epileptic with DTs. He wins. How come?

Button bashers

It's the curse of the beat 'em up player. How come random button pressers can get the better of black belt Tekken geeks? Christ knows. Maybe Street Fighter Ex Plus Alpha'll set things straight, since you'll need about 40 fingers to randomly hit anything decent. Only time will tell.



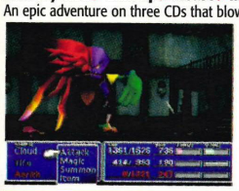
Tekken: mindless button basher's paradise



Street Fighter Ex Plus Alpha: only the skilled will triumph

Final Fantasy VII £44.99

Company SCEE **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
winner
An epic adventure on three CDs that blows away the competition. **97%**




Fire Pro Wrestling

Company Human **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
import
Polygon-based wrestlers look superb, but this can be a bit limited and dull. **63%**

Firestorm: Thunderhawk 2 £44.99

Company Core **Players** 1
Memory card ✘ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
3D graphics aren't exactly perfect but this is still a great helicopter game. **86%**

Firo and Klawd £44.95

Company BMG **Players** 1-2
Memory card ✘ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Interesting buddy cop game, but it loses points for no 'save game' option. **82%**

Floating Runner £44.99

Company THQ **Players** 1
Memory card ✘ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Enjoyable, playable 3D platformer with strange viewpoint, weird controls. **81%**

Formula 1 £44.99

Company Psygnosis **Players** 1-2 **Special** Negcon/Wheel
Memory card ✔ **Link-up** ✔ **Mouse** ✘ **Multitap** ✘
winner
Mega sales worldwide confirm it as the ultimate simulation driving game. **93%**

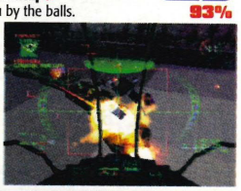



Frogger 3D £39.99

Company Hasbro **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Retro classic given a nineties 3D respray. Buckets of gameplay. **88%**

G-Police £44.99

Company Psygnosis **Players** 1 **Special** Analogue pad
Memory card ✔ **Link-up** ✔ **Mouse** ✘ **Multitap** ✘
winner
Sci-fi helicopter cop thriller that grabs you by the balls. **93%**

Galaxian 3 £44.99

Company Namco **Players** 1-4 **Special** Negcon
Memory card ✔ **Link-up** ✘ **Mouse** ✔ **Multitap** ✔
Graphically impressive shoot 'em up, but lacking in gameplay. **36%**

Gex £44.99

Company BMG **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Goes to show that if you really try, you can produce a dull platformer. **68%**

Goal Storm £39.99

Company Konami **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Big sprites lumber by on zimmers and stairlifts in this football game. **66%**

Grid Run £44.95

Company Virgin **Players** 1-4
Memory card ✔ **Link-up** ✔ **Mouse** ✘ **Multitap** ✔
'Tag' game which only really gets 'fun' in multiplayer mode. **64%**

Gunbird

Company Atlus **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
import
Stunning scaling and lighting, but this shoot 'em up lacks challenge. **74%**

Gunship £44.99

Company Microprose **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Complex, fairly playable helicopter sim, but just not that realistic... **83%**

Hard Boiled £44.99

Company EA **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Try woodturning. Knock up a pipe rack. Just don't play this. **40%**

Hardcore 4x4 £44.99

Company Gremlin **Players** 1 **Special** Wheel
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Dull all-terrain racing game with a lack of tracks. **83%**

Hebereke Popoitto £39.99

Company Sunsoft **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Two player puzzle game. Fun, but Bust-a-Move 2 is better. **42%**

Herc's Adventures £44.99

Company Virgin **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Solid gameplay and tons of challengein fun-to-play cartoon frolics. **85%**

Hercules £34.99

Company SCEE **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Rent it
Cool presentation and gameplay in Disney-inspired platformer. **81%**

Hermie Hopperhead

Company Sony Japan **Players** 1
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
import
Crappiest sprites we've ever seen. Frustrating, and levels are too similar. **38%**

Hexen £44.95

Company GT **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Graphics are a wee bit slow and blocky, but this Doom clone has depth. **84%**

Hi-Octane £44.99

Company Bullfrog **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Really boring racing game that doesn't have enough substance. **76%**

Horned Owl

Company Sony Japan **Players** 1-2 **Special** Light Gun
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
import
The first PlayStation lightgun game, and the most tedious. **68%**

Hyper Final Match Tennis

Company Human **Players** 1-4
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✔
import
Bad animation and even worse gameplay make for a pretty awful game... **63%**

Hyper Formation Soccer

Company Human **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
import
Impossible to master mega-complex controls, and the graphics are poor. **33%**

Independence Day £44.99

Company Fox Interactive **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Dated shoot 'em up based loosely on the hit film. **69%**

Impact Racing £44.95

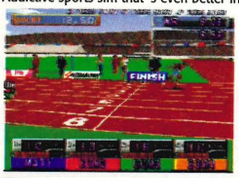
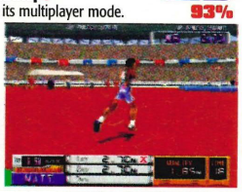
Company JVC **Players** 1-2
Memory card ✔ **Link-up** ✔ **Mouse** ✘ **Multitap** ✘
Offbeat racing game mixing Destruction Derby with Mad Max. **82%**

In the Hunt £39.99

Company THQ **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
2D submarine shoot 'em up with plenty of things to fire at. Which is nice. **79%**

International Track & Field £44.99

Company Konami **Players** 1-4
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✔
winner
Addictive sports sim that 's even better in its multiplayer mode. **93%**

ISS Deluxe £44.95

Company Konami **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Straight conversion of that old classic SNES footie game. **66%**

ISS Pro £44.99

Company Konami **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
winner
The greatest football game on the planet. Enough said, we feel... **92%**




Iron and Blood £44.95

Company Acclaim **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Average 3D beat 'em up, fantasy style. Not enough to tickle your fancy... **67%**

Iron Man £44.99

Company Acclaim **Players** 1-2
Memory card ✔ **Link-up** ✘ **Mouse** ✘ **Multitap** ✘
Sad, shoddy drivel. A bad game and a total waste of a comics licence. **22%**

Lingo: This month G-I

Talka da PlayStation with us...

G is for:

GAME CODE: Video games are programmed using special languages. Made up of billions of numbers, this is the actual code which controls every aspect of the games.

GENRE: A fancy word to describe what sort of game you're playing. ISS Pro is a member of the football/sport genre.


ISS Pro: Football game

GRAPHICS: The one thing makes the PlayStation so special. The way a game looks is down to its graphics, which are basically everything you look at when playing. Resident Evil, say, has awesome graphics whereas Pac Man has really basic graphics. But you knew that...

H is for:

HARDWARE: Another name for the PlayStation or any other games machine. Hardware is the device used to load games - which are duly known as software.

HIGH SCORE TABLE: Beaten Tekken 2 in record time? Then enter your name into the game's high score hall of fame. Most games involving mass slaughter have high score tables.

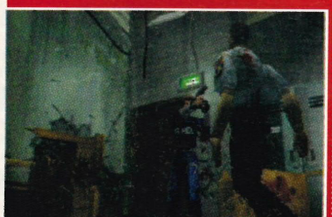
HORIZONTAL SCROLLING: If in a game the character moves from left to right on the screen, this is an example of horizontal scrolling. Abe's Oddysee, is a good example, or virtually all of the Namco Museums series.

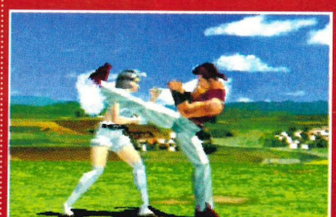
I is for:

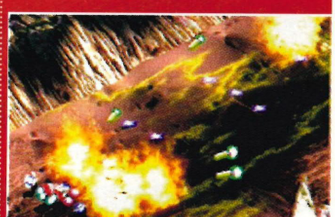
INTERACTIVE: Another tossy term for actually playing a game. By controlling the Rage Racer car you are ineracting with the vehicle. There again, when you eat a Danish pastry you're interacting with that too. We blame high-brow scientists for the overuse of this word.

IMPORT: When the PlayStation first came out in Japan, impatient UK wannabes forked out shedloads to own one of the first machines in the country. These are import machines, and any games brought over from Japan are import games.

ISOMETRIC VIEW: The isometric view shows the game from slightly above, and looking down on the action. X-COM's a good example of an isometric view.


Resident Evil 2: Best graphics around


Tekken 2: Scores on the doors


Viewpoint: Isometric view at work

GEAR

Which wheels boost your gameplay?

WHEELS

VRF-1 X-Cellerator £69.99

No gearstick in evidence, but a fairly meaty and adult-looking steering wheel with dinky little pedals, marred slightly by big clunky Fisher-Price buttons. Feel-wise, it falls several notches short of being a real smoothie: there's a bit of a jerk whenever you decide not to drive in a straight line, and when it comes to long smooth turns, the VRF-1 just can't quite get that turning circle right.



Get it out: Only if you don't have a Logic3 or Gamester.

Rated: Not brilliant, but works well enough. Its problem is that you tend to use it in the same on-off-on-off way you'd use a joypad to turn, so if you really want to feel like you're Michael Schumacher, then this is one to avoid. **80%** ⬅

Negcon £44.99



Excellent Namco games control, but not so good for Formula 1.

Get it out: Rage Racer

Rated: Takes a while to get used to **90%** ➡

Per4mer £39.99

Looks-wise, this is about as socially acceptable to have around your living room as a big stack of child pornography. It looks like it should come with big squeaky buttons and little bells on. And it drives pretty much like that too. There's no pedals, it's jerky and unresponsive, and the accelerator and brake buttons hurt your hands.

Get it out: Nothing should make you even own up to owning one of these.

Rated: Absolutely and irredeemably pants. Embarassingly bad to look at, and pretty darn awful to play. **15%** ➡



best buy

Gamester wheel and pedals £79.99

Solid, durable and sturdy, but it could have been made in metalwork class. The Gamester is lightining-quick to repond to any movement but this kind of perfection bears a heavy price. Incidentally the pedals are shit.

Get it out: For tarmac burning action on most racers, but its quick responses mean it's best suited to Rage Racer

Rated: Not far off the best but slightly let down by its DIY looks and lack of comfort. Nothing wrong with handling or sensible design, but almost 80 quid is too steep for most of us. **92%** ⬆

Logic 3 £69.99

When it comes to looks, this is top banana, the cat's pyjamas. With its leather cover, proper gearstick and serious pedals, it nearly makes you feel suave, like you could roll down the window and say: "Well hi, girls." Unfortunately, you can't. You can, however, drive in an assured and super-slick manner, gliding round corners elegantly and taking hairpins with impressive smoothness.

Get it out: It'll burn up the road on any racing game, but it's especially cool with TOCA Touring Car.

Rated: The ultimate accessory for the armchair motorist. Drives as smooth as can be, and even manages to look the part. **95%** ⬆



best buy

GUBBINS

Sony Link £19.99

Top quality means top gaming when you both have PlayStations and copies of the same game.

Get it out For any PlayStation. multi-player like WipEout.

Rated Perfect. **95%** ⬇



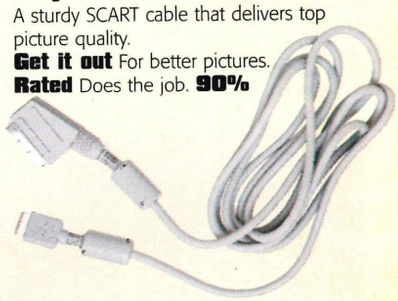
best buy

Sony Euro-AV cable £34.99

A sturdy SCART cable that delivers top picture quality.

Get it out For better pictures.

Rated Does the job. **90%**



Sony Memory card £14.99 ⬆

Stores up to 15 save points accessed automatically by the game. It works, and works well.

Get it out Whenever.

Rated Classic. **95%**



Datel Memory Card + £24.99 ⬆

Slow to store and retrieve date, and it crashes a lot.

Get it out If you like a challenge.

Contacts

UK PlayStation software houses

Acclaim: 0171 344 5000
Activision: 01895 456700
BMG: 0171 973 0011
Codemasters: 01926 814132
Electronic Arts: 01753 549442
Eidos: 0181 636 3000
Gremlin: 01142 753423
GT Interactive: 0171 258 3791
Interplay: 01628 423666
JVC: 0171 240 3121
Konami: 01895 853000
Maxis: 0171 505 1500
Microprose: 01454 893893
Mindscape: 01444 246333
Namco: 0171 734 7737
Ocean: 0161 832 6633
Psygnosis: 0151 282 3000
Sony: 0171 447 1600
Telstar: 01932 222232
THQ: 01372 745222
UBI Soft: 0181 941 4004
Virgin: 0171 368 2255

Jet Rider £44.99

Company SCEE **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Innovative racer is let down by poor graphics and weak gameplay. **63%**

Johnny Bazookatone £39.99

Company US Gold **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A Rock 'n' Roll platformer with poor gameplay. **60%**

Jonah Lomu Rugby £44.99

Company Codemasters **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Brilliant rugby simulation, but bloody fiddly controls drive you mad. **84%**

Jumping Flash £39.99

Company SCEE **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Super 3D platformer which has just too few levels to make it a winner. **89%**

Jumping Flash 2 £44.99

Company SCEE **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Perfect sequel to Jumping Flash, but not enough levels. A fiver more... **88%**

K1 £44.99

Company THQ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Substandard beat 'em up. It's saving grace is reasonable graphics. **55%**

Kick Off 97 £44.99

Company Maxis **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
It shoots! It misses by an absolute mile. **60%**

Krazy Ivan £39.99

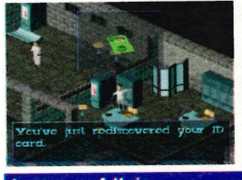
Company SCEE **Players** 1-2
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
Graphics win over playability in this robot game. **73%**

Kurushi £34.99

Company SCEE **Players** 1-2
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
Block-based puzzle game that isn't going to be the next Tetris. **68%**

Little Big Adventure £44.99

Company EA **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
winner
Brilliant PlayStation conversion of the PC adventure classic. **91%**





Legacy of Kain £44.99

Company BMG **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
winner
Vampire action/adventure game with a hugely enjoyable challenge. **92%**





Loaded £39.99

Company Gremlin **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
An action-packed traditional sort of blaster, lacking in variety. **75%**

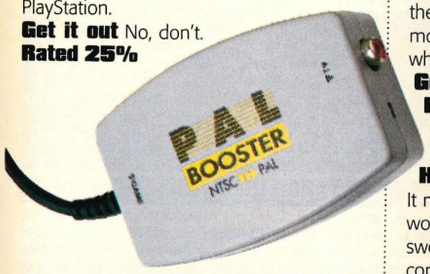
Rated Prone to bugs. **60%**

Datel Action Replay £39.99
Packed with stacks of cheats, it'll take you through to the end of most games. Weekly web updates.
Get it out If you're stuck.
Rated 80%

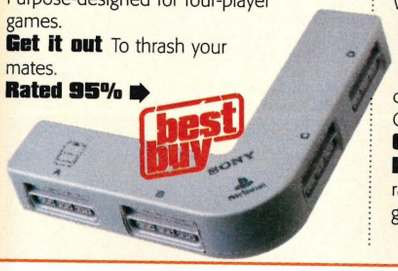
Sony Mouse £24.99
It's grey, you get a free mat, and it works very well.
Get it out Point and click adventures (Broken Sword etc).
Rated 80% ⬇



PAL Booster £24.99 ⬇
Should let you play NSTC games but we've found it interferes with your PlayStation.
Get it out No, don't.
Rated 25%



Sony Multitap £32.99 ⬇
Purpose-designed for four-player games.
Get it out To thrash your mates.
Rated 95% ➡



GUNS

G-Con 45 £59.99 (bundled with game)
This fearsome beast Is so accurate you have to plug it into the the front and the back of the PlayStation. What, you can only use it with Time Crisis, you say? Not for long, we reckon. This is going to be the benchmark for guns to come. Sadly, the black colour shown is its import colour. We get a grey G-Con 45. Bah.
Get it out for Time Crisis; scaring the life out of petrol station attendants.
Rated The best lightgun. **97%**



Predator £29.99
Immense, and very very accurate. A sliding bar lets you autoload on some games, and you get three speeds of firin for max mayhem. Looks-wise this is the Kate Moss of lightguns . And one more thing, it's got little lights that flash when you pull the trigger. Aah.
Get it out for Die Hard Trilogy
Rated It's well accurate, but too heavy for a long bout. **80%**

Hyperblaster £29.95
It may be a crap colour and looks like it wouldn't hurt a fly, but Konami's gun is sweet. It's light, comfortable, the sight system works, and the bomb button is easy to reach. What's more, it's feather-light weight so no arm strain. The dog's - until you get your hands on the GunCon, of course.



Get it out for Die Hard Trilogy.
Rated Spot-on, brain-splatteringly accurate tool Until G-Con45, this was the best gun in the business. **95%**

PADS

Sony Pad £17.99
The best standard pad: sturdy, accurate.
Get it out For everything and anything
Rated Unbeatable value. **95%**

ASCII Pad £24.99
Deadly accurate. Not too comfortable.
Get it out For Crash Bandicoot.
Rated Still a sound buy. **90%**

Analogue Pad £24.99
Feels chunky, plays great. Analogue function is just dreamy.
Get it out
Analogue compatible games.
Rated The usual joypad, but better. **96%** ➡



Cyclone Pad £24.99
No good for accuracy or precision.
Get it out Don't, basically.
Rated Below average performer. **50%**

Sony ASCII stick £49.99
Great for beat 'em ups, but not much else.
Get it out If beat 'em ups are the only games you ever play.
Rated Well made, but too exclusive. **70%**

PS GamePad 8 £24.99
Too big, inaccurate. Superfast turbo button.
Get it out Virtual Olympics records only.
Rated An also-ran. **75%**

ASCII Grip £24.99
A one-handed joypad? Well yeah, but it's virtually impossible to use it with one mitt. Instead you have to hold it one hand and use the other for the buttons. It ends up simply too cluttered, with ◉and ⊗too close together on the back, and the L and R a right cramped mess below the pad, meaning moving without hitting these accidentally is nigh on impossible.



Get it out: One-handed could be useful for Tomb Raider, eh readers?
Rated: It's not all that bad, you can change the keys to your preference, and in long term RPG play, it becomes strangely relaxing, just don't use it in any speedy games or the slightly stiff pad and cramped buttons will drive you to despair. **65%**
➡



PS Arcade Stick £44.99 ⬆
This is slick: the stick smooth and highly responsive, the buttons just screaming for a bashing. But its L and R buttons let it down. During a Tekken 2 scrap you cannot, whatever your talents, reach across to the side of the main buttons for the L and R without ruining the flow of a combo. Otherwise it's ideal for a good dust-up, and lends itself to other game types, helped by the usual slow-motion and rapid-fire options.
Get it out: For Street Fighter Alpha 2, Tekken 2
Rated: Despite the off-centred L and R buttons, this is a controller with the body of Arnie and the grace of a gazelle. Try this with your fight/shoot 'em up/platform, and see the new control and rapid button action. **75%**

InterAct ProgramPad £29.99
Ever fancied reeling off some multi-hit combo with one button press? Then read on, for this not only looks the business, but plays like a demon too. You can program up to 87 presses and replay it with only one, next to the main buttons, for easy reach. Raised pad and buttons, slow-motion, auto-fire and a sexy grip make it one to consider.
Get it out: For any beat 'em up. In fact, most games.
Rated: Cheap for such a damn fine pad. Every function you need, for pretty much every game. And if you're a beat 'em up junkie, then double yer pleasure and pound your mates with this easy-cheat pad! **85%**

Lomax in Lemmingland £44.95
Company Psygnosis **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
It's a Lemmings-inspired platformer. Our verdict? It just leaves us cold. **70%**

Lone Soldier £39.99
Company Telstar **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
This strikes us as being pretty much Commando in 3D, but way too slow. **72%**

Lost Vikings 2 £44.99
Company Interplay **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Average arcade game which fails to deliver much originality. **63%**

Machine Hunter £44.95
Company Eidos **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A top-down shoot 'em which takes on Loaded fair and square. **88%**

Madden 98 £44.99
Company EA Sports **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Finely tuned gameplay make this current king of the grid-iron games. **89%**

Madden NFL 97 £44.99
Company EA **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A good, solid American Football simulation that'll keep you coming back for more. **86%**

Magic Carpet £44.99
Company Bullfrog **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Fast 3D sorcery shoot 'em up with many levels to explore. **90%**

Marvel Super Heroes £44.99
Company Bullfrog **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Comic book characters beating the stuffing out of each other. Superb. **90%** winner




Mechwarrior 2 £44.99
Company Activision **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Giant robots in quality 3D shoot 'em up. Plenty of blasting action. **83%**

MegaMan Battle and Chase £44.99
Company Ocean **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Cheapo racing game fails to deliver laughs or thrills. **36%**

MegaMan X3 £44.95
Company Capcom **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Platformer rates playability over looks. 9 levels will keep you busy. **81%**

MegaMan 8 £39.95
Company Ocean **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Cutesy platform shooter with nothing new or interesting to offer. **53%**

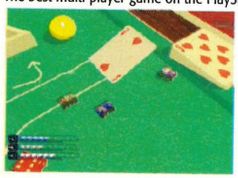
Metal Jacket
Company Solan **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Customise giant robots, then let them loose in this dull game. **65%** import

Mickey's Wild Adventure £39.99
Company SCEE **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Don't let 'wild' and 'adventure' sucker you: Another average platformer. **66%**

Motor Mash £44.99
Company Ocean **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Derivative comic racing game: nice graphics, but it's slow and dull. **68%**

Mobile Suit Gundam
Company Bandai **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Line up robots in your sights, blast 'em, do it again... Dull. **37%** import

Micro Machines V3 £34.99
Company Codemasters **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
The best multi-player game on the PlayStation. A real racing classic. **95%** winner



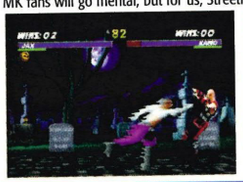

The Knowledge: updated every month

Monster Trucks £44.99

■ **Company** Psygnosis ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
This off-road racer never really gets going... **82%**

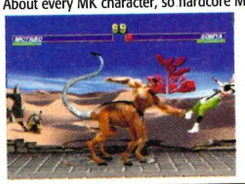
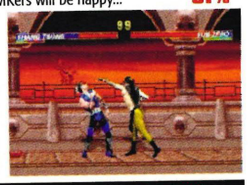
Mortal Kombat 3 £44.95

■ Company **SCEE** ■ Players **1-2** winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
MK fans will go mental, but for us, Streetfighter still rules the 2D scene **91%**




Mortal Kombat Trilogy £44.95

■ Company **GT** ■ Players **1-8** winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
About every MK character, so hardcore MKers will be happy... **91%**

Moto Racer £44.99

■ **Company** EA ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Very speedy arcade racer with lots to recommend it. **85%**

Motor Toon GP

■ **Company** Sony ■ **Players** 1-2 import
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
Cute racing game that lacks speed. The sequel is a whole lot better... **51%**

Motor Toon Grand Prix 2 £44.99

■ **Company** SCEE ■ **Players** 1-2
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
Comic racing game manages to trounce the original. **85%**

Myst £44.95

■ **Company** Psygnosis ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✓ **Multitap**✗
Point/click adventure with static screens. It won't set your world on fire. **76%**

Namco Museum Vol.1 £39.99

■ **Company** Namco ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
More hits from the gaming crypt. And yes, it does include Pacman. **84%**

Namco Museum Vol.2 £39.99

■ **Company** Namco ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Nowhere near as strong a collection, unless you're a big Xevious fan. **63%**

Namco Museum Vol.3 £39.99

■ **Company** Namco ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
There is just too much dross on this disc... **71%**

Namco Museum Vol.4 £39.99

■ **Company** Namco ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Only PacLand stands out from the crowd here. **67%**

Namco Museum Vol.5

■ **Company** Namco ■ **Players** 1-2 import
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
PacMania, Metro Cross and Dragon Spirit pep up this retro collection. **79%**

Nanotek Warrior £39.99

■ **Company** Virgin ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Enjoyable shooting action, but a lack of levels to keep you interested. **77%**

NASCAR 98 £39.99

■ **Company** EA Sports ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Ugly, dull racing game with a hideous soundtrack. **64%**

NASCAR Racing £44.95

■ **Company** Sierra ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Crap Days of Thunder-style racing game, bad in every single way... **35%**

NBA in the Zone £44.95

■ **Company** Konami ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
The large sprites are pretty agile, and it has more pace than Total NBA... **85%**

NBA in the Zone 2 £44.95

■ **Company** Konami ■ **Players** 1-2 winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Beefed-up graphics make this slam-dunk sequel quite classy. **91%**




NBA Jam Extreme £44.95

■ **Company** Acclaim ■ **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Yet another basketball game: a couple of outrageous comic features. **80%**

NBA Jam Tournament £39.99

■ **Company** Acclaim ■ **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Conversion of the coin-op with 2D characters going two-on-two. **86%**

NBA Live 96 £44.99

■ **Company** EA ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Uses the FIFA '96 graphics engine, and it shows all too clearly... **81%**

NBA Live 97 £44.99

■ **Company** EA ■ **Players** 1-8 winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Brilliant multiplayer game with loads of options. **91%**




Need for Speed £19.99

■ **Company** EA ■ **Players** 1-2
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
A second rate bash at Ridge Racer. It definitely needs more speed... **70%**

Need for Speed 2 £44.99

■ **Company** EA ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Looks crap, and plays even worse than its prequel. **49%**

NFL Gameplay £44.99

■ **Company** SCEE ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Pretty average in every department. **82%**

NFL Quarterback Club £39.99

■ **Company** Acclaim ■ **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Competent sports sim let down by blocky graphics... **75%**

NHL 97 £44.99

■ **Company** EA ■ **Players** 1-2 winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Polygon-based sprites make this a really good-looking sports sim... **91%**





Lager, lager, lager

Games to play when you're pissed



Parappa the Rapper
Your rapping's going to be stuck at around the Vanilla Ice mark, let's face it. But it should still make you laugh.

Worms
Positively designed for evenings when you've drunk 97 pints of lager. Just make sure your opponent's pissed as you.

Formula One 97
The easy mode is so easy that you can still Schumacher it up when you'd be killing pedestrians left and right if you'd gone out in a real motor.

Mortal Kombat Trilogy
Slapstick bash-em-up fun. But without that many buttons, thank God. Again, playing a sober person's a no-no.

Sod It
Just forget the whole bloody thing and bang on Live TV. There's tits on there after 11. Thousands of 'em.

NHL 98 £44.99

■ **Company** EA ■ **Players** 1-8 winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Ice hockey game that's even slicker than last year's version. **91%**




NHL Breakaway 98 £44.99

■ **Company** Acclaim ■ **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
If ice hockey's your bag, this is the best of the bunch. **89%**

NHL Face Off £44.99

■ **Company** SCEE ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Geared towards good gameplay, and the action is fast and furious. **85%**

NHL Face Off 97 £34.95

■ **Company** SCEE ■ **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Just another average sequel, in spite of extra features... **65%**

Nightmare Creatures £44.99

■ **Company** SCEE ■ **Players** 1 ■ **Special** Analogue pad
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Frantic 19th century horror bloodbath that's fun, but hard to master. **86%**

Nova Storm £39.99

■ **Company** Psygnosis ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Start game. Fire continuously. Finish game eventually. That's it... **55%**

Nuclear Strike £44.99

■ **Company** EA ■ **Players** 1 winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
explosive and absorbing strategic shoot 'em up. **91%**




Off World Interceptor £39.99

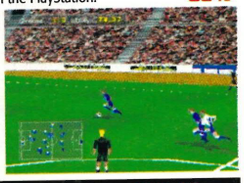
■ **Company** BMG ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
4x4s bounce about on the moon in this dull race game. **68%**

Olympic Games £44.95

■ **Company** US Gold ■ **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
International Track and Field is the game to beat. This doesn't come close. **70%**

Olympic Soccer £44.95

■ **Company** US Gold ■ **Players** 1-4 winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
One of the most playable footie games on the PlayStation. **93%**

OnSide £44.99

■ **Company** Telstar ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
This is the most incredibly bland footie game. **65%**

Overblood £44.99

■ **Company** EA ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Quite annoying Resident Evil clone with little action. **76%**

Pandemonium £44.95

■ **Company** BMG ■ **Players** 1 winner
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Stunning effects instinctive gameplay puts other platformers to shame. **91%**




Panzer General £44.99

■ **Company** Mindscape ■ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✓ **Multitap**✗
Full-blown strategy game is hard work thanks to historical accuracy. **59%**

Parappa the Rapper £29.99

■ **Company** SCEE ■ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Original, fun rapping version of Simon Says. Offbeat and amusing. **89%**

Perfect Weapon £44.95

Company EA **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Beat 'em up-style adventure which is crap in both departments. **51%**

PGA Tour 96 £19.99

Company EA **Players** 1-8
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
A dodgy putting system lets this golf sim down badly. **69%**

PGA Tour 97 £44.99

Company EA **Players** 1-4
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Probably the best-looking golf sim, but gameplay is becoming too similar. **65%**

PGA Tour 98 £39.99

Company EA **Players** 1-4
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Golf game that fails to offer anything new. **68%**

Pitball £44.95

Company Warner **Players** 1-4
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✔
Speedball-type thing, but with pretty bog-standard looks and playability. **73%**

Player Manager £44.95

Company Anco **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Predictable results spoil this footie management sim. **68%**

Po 'Ed £44.99

Company Warner **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Interesting weapons, surprise monsters raise a laugh in this Doom-clone. **76%**

Porsche Challenge £34.95

Company SCEE **Players** 1-2 **Special** NegCon/Wheel
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Driving game let down by lack of variety, and lack of tracks. **80%**

Powerplay Hockey 96 £44.95

Company Virgin **Players** 1-4
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✔
Good range of aggressive matches. Fast-paced, end-to-end stuff **85%**

Power Instinct 2

Company Atlus **Players** 1-2 imported
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
One of the worst fighting games ever, featuring Kung Fu grannies... **48%**

Primal Rage £44.99

Company Warner **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Combos don't go together too well in this awkward 2D beat 'em up. **77%**

Pro Pinball: The Web £44.95

Company Empire **Players** 1 winner
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Ball movement so fluid it handles like the real thing. **93%**





Project Overkill £44.95

Company Konami **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
High-tech, underachieving version of the old arcade stalwart Bezerk... **79%**

Psychic Detective £44.99

Company EA **Players** 1-4
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
14 endings, multi views and 3 CDs make this interactive movie playable. **84%**

Psychic Force £44.95

Company Acclaim **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
An enjoyable enough 3D beat 'em up, but it lacks depth. **76%**

Rage Racer £39.99

Company Namco **Players** **Special** NegCon/Wheel winner
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
The latest classic incarnation from Namco. Buy it! **93%**





Raging Skies £44.99

Company SCEE **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Flight sim looks dated and gets repetitive after a while. Pretty average. **73%**

Raiden Project £39.99

Company Ocean **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Enjoyable, but limited. Animation and graphics are only mediocre... **72%**

Rally Cross £34.99

Company SCEE **Players** 1-4 **Special** Analogue pad
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✔
Rolling cars aplenty in fun racer, plus 4 player mode... **88%**

Best Shoot 'em ups

Five great guns-and-murder games

1. Time Crisis
Hyper violent lightgun shootathon. And it's real people you kill, too.

2. Colony Wars
Slick space-based blaster where you get to live out those Star Wars dreams.

3. Doom
The one that brought murder to the masses. Still great after all these years.

4. Alien Trilogy
Bloody, scary, film-based kill 'em up. Let's rock!

5. Descent
Seasick-making spaceship shooter - spot on.











Rapid Racer £34.95

Company SCEE **Players** 1-5 **Special** Analogue pad
Memory card✔ **Link-up**✔ **Mouse**✘ **Multitap**✘
White water racer: let down by slow two-player mode. **82%**

Rapid Reload £39.99

Company SCEE **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘ Rent it
Entertaining, but limited platform shoot 'em up. **80%**

Rayman £19.99

Company UBI Soft **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Repetitive platformer with a lack of flexibility. **43%**

Ray Storm £34.99

Company SCEE **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Vertical blasting shoot 'em up that's tough, demanding and fast. **83%**

Ray Tracers £34.99

Company SCEE **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘ Rent it
Car chase game has some good action, but it's over far too quickly. **73%**

Rebel Assault 2 £44.99

Company LucasArts **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
A Star Wars romp, but there's not enough variety and trickery. **46%**

Reloaded £44.95

Company Gremlin **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Smidgin better than the original. But that wasn't much fun either. **73%**

Resident Evil £49.99

Company Virgin **Players** 1
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘ winner
This horror adventure is one of the PlayStation's finest games. **94%**





Return Fire £44.95

Company Warner **Players** 1-2 winner
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
You take out enemy bases with a selection of army vehicles. Good fun. **91%**





Reverthion

Company Tecno **Players** 1 imported
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Bizarre battle game in 3D. Looks amazing, but way too easy to play... **21%**

Revolution X £39.99

Company Acclaim **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Aerosmith feature throughout... but this is one sad game really. **48%**

Ridge Racer £19.99

Company Namco **Players** 1 **Special** NegCon/Wheel
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✔
Excellent racing game, but lacking in tracks. **88%**

Ridge Racer Revolution £49.99

Company Namco **Players** 1-2 **Special** NegCon/Wheel Rent it
Memory card✔ **Link-up**✔ **Mouse**✘ **Multitap**✘
Better than the original, with more cars and better controls. **87%**

Rise 2 Resurrection £44.99

Company Acclaim **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Despite plenty of fighters, this is still only a mediocre beat 'em up... **78%**

Riot £44.95

Company Psygnosis **Players** 1-16
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✔
Despite mega link-up possibility, this game offers you little for your cash. **67%**

Road Rash £19.99

Company EA **Players** 1-2
Memory card✔ **Link-up**✘ **Mouse**✘ **Multitap**✘
Straightforward, frustrating racing game. **64%**

The Knowledge: updated every month

Robotron X — £44.95
■ Company GT ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Simple, mindless run and shoot shenanigans. Overpriced, underspecced. 66%

Rosco McQueen — £34.99
■ Company SCEE ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Firefighting fun. A good laugh but more suited to youngsters. 78%

Runabout
■ Company Climax ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Pretty mad smash 'em up racing game with tons of vehicles. 90%

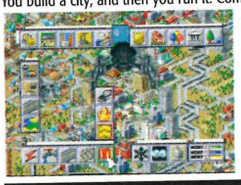
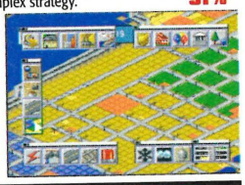
Sampras Extreme Tennis — £44.95
■ Company Codemasters ■ Players 1-4
Memory card✓ Link-up✗ Mouse✗ Multitap✓
Real ease of play and lots of views raise it above unseeded rivals... 89%

Sentient — £44.95
■ Company Psygnosis ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Set on a spaceship, this game is pretty ambitious, but too complicated. 71%

Shellshock — £44.99
■ Company Core Design ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Pretty second rate: levels are dull and grey, and action is very limited. 75%

Shockwave — £39.99
■ Company EA ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Empty shoot 'em up with tiny sprites against a dull background. 56%

Sim City 2000 — £44.99
■ Company Maxis ■ Players 1-2
Memory card✓ Link-up✗ Mouse✓ Multitap✗ winner
You build a city, and then you run it. Complex strategy. 91%

Skeleton Warriors — £44.95
■ Company Virgin ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Looks, smells and feels like an old 16-bit game... and it plays like one too. 69%

Slam 'n' Jam '96 — £44.95
■ Company BMG ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Huge sprites, poor camera views and easy gameplay make this a dog. 64%

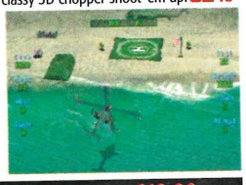
Smash Court Tennis — £44.95
■ Company Namco ■ Players 1-4
Memory card✓ Link-up✗ Mouse✗ Multitap✓
Slow, unresponsive game. You buy kit, but the actual matches are grim. 57%

Soccer '97 — £44.95
■ Company Eidos ■ Players 1-4
Memory card✓ Link-up✗ Mouse✗ Multitap✓
Olympic Soccer sequel suffers from a slow slow slow engine. 81%

Soul Blade — £34.95
■ Company Namco ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
This classic weapons-based beat 'em up has all the right ingredients. 94%




Soviet Strike — £44.99
■ Company EA ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Good sound effects and graphics create a classy 3D chopper shoot 'em up. 92%

Space Hulk — £19.99
■ Company EA ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Drag mercenaries around. Slow but good strategy/action game. 84%

Space Jam — £44.95
■ Company Acclaim ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Dull movie-based cash-in basketball game. Why put yourself through it? 65%

Speed King
■ Company Konami ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Slow, boring and about as exciting as watching an egg boil. Maybe less so.. 45%

Speedster — £44.95
■ Company Psygnosis ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Top-down view racing game that's lacking in speed and playability. 64%

Spider — £39.99
■ Company BMG ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
An innovative idea for a platform game, but fails to rise above average. 70%

Spot goes to Hollywood — £34.95
■ Company Virgin ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Too little, too late for this platformer. Er, it's got good music though... 77%

Stahlfeder
■ Company Sintos ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗ import
A basic but fun shoot 'em up you can play for hours. 77%

Star Gladiator — £44.95
■ Company Virgin ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Capcom's first 3D beat 'em up. They don't make a bad job of it either. 91%

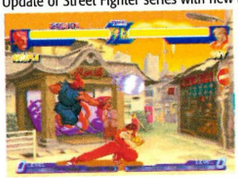



Starfighter 3000 — £44.95
■ Company Telstar ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Nice enough to have a gawp at, but there's not enough going on. 80%

Starwinder — £44.95
■ Company Mindscape ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Simplistic racing game where every level plays the same. 59%

Steel Harbinger — £44.95
■ Company Mindscape ■ Players 1
Memory card✓ Link-up✓ Mouse✗ Multitap✗ rent it
Dull graphics, but 11 levels and variety of weapons can make this fun. 79%

Street Fighter Alpha — £44.99
■ Company Virgin ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Update of Street Fighter series with new moves and new characters. 91%




Street Fighter Alpha 2 — £44.99
■ Company Virgin ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Custom combos and counter-moves add up to an excellent sequel. 92%




Street Fighter Ex Plus Alpha — £44.95
■ Company Virgin ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Superb fighting in 3D take on the Street Fighter theme. 93%




Street Fighter The Movie — £39.99
■ Company Acclaim ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Insult to the Street Fighter name. Based on the movie. 67%

Street Fighter II (Interactive movie)
■ Company Capcom ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗ import
Unplayable hash at making Street Fighter into an interactive movie. 54%

Street Racer — £44.95
■ Company UBI Soft ■ Players 1-8
Memory card✓ Link-up✗ Mouse✗ Multitap✓
Fair to middling racing game with plenty to do, except get excited... 79%

Strikepoint: the Hex Missions — £44.95
■ Company THQ ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Poor helicopter game. Why not have a bash at Soviet Strike instead? 60%

Striker '96 — £39.99
■ Company Warner ■ Players 1-4
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Simplistic footie game. Binary soccer at its worst. 69%

Suikoden — £44.99
■ Company Konami ■ Players 1
Memory card✓ Link-up✓ Mouse✗ Multitap✗ rent it
Solid role-playing game that isn't going to change your life... 81%

Super Big Brother
■ Company NCS ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗ import
Very surreal shoot 'em up starring its very own underpant wearing hero... 53%

Super Pang Collection — £39.99
■ Company Ocean ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
An arcade-perfect version of the retro bubble-bursting games. 53%

Super Puzzle Fighter 2 — £39.95
■ Company Virgin ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Horribly addictive puzzle game featuring Ryu, Ken and friends. 92%




Supersonic Racers — £44.95
■ Company Mindscape ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Micro Machines-style racer doesn't pull out enough stops to keep you hooked. 74%

Swagman — £44.99
■ Company Eidos ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
There's plenty of arcade-style fun on offer in this great-looking 2D game. 85%

Syndicate Wars — £44.95
■ Company EA ■ Players 1-4
Memory card✓ Link-up✗ Mouse✓ Multitap✓ winner
This is an ultra-cool and violent strategy shoot 'em up with amazing 3D graphics. 92%




Tekken — £19.99
■ Company Namco ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Namco's first beat 'em up. Interesting backgrounds, realistic characters. 93%




Tekken 2 — £49.99
■ Company Namco ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ winner
Improves on a great original. One of the best fighting games around... 95%




Tempest X3 — £34.99
■ Company Interplay ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗ rent it
A PlayStation update of a justifiably great retro shooter. 80%

Tenka — £44.95
■ Company Psygnosis ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Not even polygon graphics can save this poor Doom clone from oblivion. 82%

Ten Pin Alley — £44.95
■ Company EA ■ Players 1-6
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Could have been good fun... but sadly it isn't. No more than a novelty. 54%

Test Drive: Off Road — £39.99
■ Company Eidos ■ Players 1-2
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Devoid of excitement and playability. Looks dreadful too. 46%

Tetris — £44.99
■ Company JVC ■ Players 1
Memory card✓ Link-up✗ Mouse✗ Multitap✗
Platformer from Spielberg dinofest. Never really gets its teeth into you... 81%

The Lost World £44.99

Company EA **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Classic puzzle game gets a revamp. Still dead adictive. **82%**

Theme Park £44.99

Company Bullfrog **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Explore your park in 3D in this gentle sim. Quietly enjoyable. **85%**

Tiger Shark £44.99

Company GT **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Impossibly high difficulty level ruins this otherwise excellent shoot 'em up. **72%**

Time Commando £44.99

Company EA **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Unusual, but fun. Slightly unwieldy controls. **81%**

Time Crisis £59.99

Company SCEE **Players** 1 **Special** Gcon 45
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
So playable even your girlfriend'll enjoy it. The definitive gun game. **93%**




Tobal No.1 £44.99

Company Squaresoft **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A fair beat 'em up improved greatly with the addition of a quest mode. **91%**




Tobal No.2

Company Squaresoft **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Superb fighting game and a brilliant sequel. **92%**




Tomb Raider £44.95

Company Core Design **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Top totty in Indiana Jones-style antics. One of the best games ever... **92%**




Top Gun: Fire at Will £44.95

Company Microprose **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Gung-ho movie spin-offnot worth your effort tracking down. **66%**

Total Drivin' £44.99

Company Ocean **Players** 1-2 **Special** Analogue pad
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗
A selection of arcade racing thrills that's well worth a look. **86%**

Total NBA '96 £44.99

Company SCEE **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Pretty damn fine basketball game with some excellent attention to detail. **83%**

Total NBA '97 £34.95

Company SCEE **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Enough improved graphics and gameplay to make it a better game. **85%**

Tokyo Highway Battle £39.99

Company THQ **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Kind of a sub-Rage Racer game with average graphics. **77%**

Toshinden 3

Company SCEE **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Derivative fighting game that would take a pasting from Namco any day... **76%**

Toshinden Kids

Company Takara **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Polished but simple version of Toshinden aimed at younger gamers. **60%**

Transport Tycoon £44.99

Company Ocean **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✓ **Multitap**✗
Build roads, railways, docks and airports in this great God sim. **86%**

Trash It £44.95

Company GT **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Platformer that has good ideas, but just not enough immediate action. **57%**

True Pinball £19.99

Company Ocean **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
It may have four tables, it may be a good game, but The Web is better. **71%**

Tunnel B1 £44.99

Company Ocean **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
WipEout breeds with Doom in this high speed shoot 'em up. **89%**

Twin Bee

Company Konami **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Two shooting styles sadly don't make this dated game any better to play... **55%**

Twisted Metal £39.99

Company SCEE **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Destroy the suburbs in this Mad Max-style car battle. **82%**

Twisted Metal 2 £44.95

Company SCEE **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Good sequel even grander in thrills and spills than the original. **88%**

Two-Ten Kaku

Company Club Dep **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Run of the mill vertical shoot 'em up offers nothing new. **76%**

Vandal Hearts £44.95

Company Konami **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Average graphics don't spoil playable and engrossing role-playing game. **86%**

Victory Boxing £44.95

Company JVC **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Deeper than a lot of fighting games and takes some getting into. **74%**

Virtual Golf £44.95

Company Core Design **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Nowhere near as good as the excellent Actua Golf. **57%**

Virtual Pool £44.99

Company Interplay **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
This is a great pool game which is a pretty realistic simulation. **85%**

V-Rally £44.99

Company Ocean **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Seat-of-the-pants racing, 40 separate stages to keep you busy! **94%**




VR Baseball £44.99

Company Interplay **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A fine conversion of the sport, but unlikely to attract too many Brits. **72%**

Best bundle deals: We rate the best high street PlayStation deals



ELECTRONICS BOUTIQUE
PRICE: £159.99+

best buy

What you get: When you buy a PlayStation for £129, you can then buy up to three games which cost £39.99 or more for only £29.99.

Verdict: This stomps all over Dixons and HMV's current offer of a PlayStation plus any game for £159, since you basically get that, plus the option of two more games at a knock-down price. This beauty of a deal lets you neatly sidestep the dross that gets chucked in along with other PlayStation packages.

RATED: 91%

TOYS 'R' US
PRICE: £179.99

What you get: A PlayStation plus Break Point, Street Racer, Actua Soccer, True Pinball and Rayman

Verdict: Just for sheer volume of compact discs per pound, this looks to be a scorcher, but you should think carefully about the games you're forking out the hard-earned for. After all, lab research has proved Rayman is scientifically the worst game in the world. And True Pinball won't make you the Tommy of your living room either. The rest are all fair to middling with some beginning to show their age quite badly. Then again, even though there's no real gems in here, whaddya expect for only £179.99? For that kind of dough wee've gotta say this is a bargain.

RATED: 80%

COMET DEAL 1
PRICE: £163.97

What you get: A PlayStation plus Porsche Challenge and Crash Bandicoot.

Verdict: Neither of these games are going to get you creaming your pants: Porsche Challenge is a tad stale and Crash Bandicoot is universally hated by everybody who works in our office. However, we do accept that some people think it's a top game and so we're prepared to admit this price isn't too bad at all.

RATED: 80%

COMET DEAL 2
PRICE: £199.99

What you get: A PlayStation plus Adidas Power Soccer International, Tekken 2, Crash Bandicoot and Porsche Challenge

Verdict: A delicate blend of footie, fast cars, fighting and bandicoots. As a starter pack, this touches all bases at a nice price: you've got medium-to-good examples of most of yer basic Playstation game types in here, and Tekken 2's a particular classic. If you're looking to get Playstationned up quick, this is the dog's nuts.

RATED: 91%

DIXONS
PRICE: £189.95

What you get: A PlayStation plus OnSide Soccer, Hardcore 4x4, Firestorm: Thunderhawk 2 and Alien Trilogy.

Verdict: A fair few games and it won't cost you too much money. Unfortunately, two of the games - Hardcore 4x4 and OnSide Soccer - smell of shit. Thunderhawk 2 and Alien Trilogy are both fairly serviceable (Alien Trilogy is ace, actually), but they ain't exactly split new, are they?

RATED: 70%

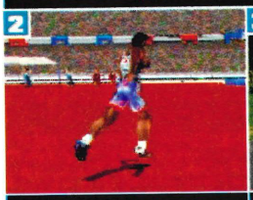
The Knowledge: updated every month

HMV Chart

What's everyone else buying?



Croc: Like the Spice Girls. Great-looking and number one



Track and Field: Now £20



V-Rally: Ages in the chart



Nuclear Strike: Wargames



Abe's Oddysee: Love him

Key:
- (NE) New Entry
- (RE) Re-Entry
- (4) Position Last Month
- (-) Same Position

1. **(NE) Croc (GT)** New platformer in with a bullet.
2. **(NE) Int Track and Field (Platinum)** Loads of multiplayer fun.
3. **(NE) V-Rally (Ocean)** Great racer still there!
4. **(1) Nuclear Strike (EA)** Follow-up to Soviet Strike.
5. **(1) Abe's Oddysee (GT)** Come on! This should be higher!
6. **(6) ISS Pro (Konami)** Best footie game on the PlayStation.
7. **(6) Rayman (Platinum)** Oh come on. Rayman is pants.
8. **(NE) Rapid Racer (SCEE)** Messin' about in boats.
9. **(7) Worms (Platinum)** The ultimate party game.
10. **(3) Actua Golf 2 (Gremlin)** Cool golf game hangs on.

V Tennis — £44.95

Company Acclaim **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Mediocre tennis sim that's hard to be bothered about at all. **75%**

Warcraft 2 — £44.95

Company EA **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Excellent strategy game. No mouse/two-player link detract from gameplay. **88%**

Wargods — £44.95

Company GT **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
3D fighting game with mushy graphics and lousy gameplay. **59%**

Warhammer — £44.99

Company Mindscape **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Not much too look at, but depth of gameplay means it has more to offer. **86%**

Warhawk — £39.99

Company SCEE **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Instantly playable, though controls are tricky at first. **82%**

WCW vs The World — £44.99

Company THQ **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Brilliant wrestling game with 60 characters. No handbags or milk stouts... **88%**

Wild Arms — import

Company SCEE **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Excellent RPG with nice graphics and huge amounts of addictive gameplay. **91%**

Williams Arcade Classics — £44.99

Company GT **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Retro compilation with five good games out of six, including Defender... **89%**

Wing Commander III — £44.99

Company EA **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Superb movie sequences mix it with poor gameplay in this space opera. **80%**

Wing Commander IV — £44.99

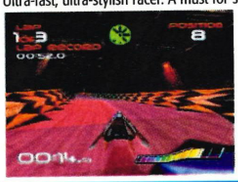
Company EA **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Better full motion video sequences... but worse gameplay. **50%**

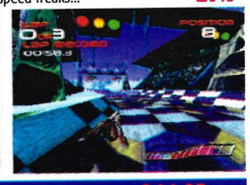
Wingover — £44.99

Company JVC **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Boring flying game overshadowed by Air Combat 2. **40%**

WipEout — £19.99

Company Psygnosis **Players** 1-2 **Special** NegCon
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗ — winner
Ultra-fast, ultra-stylish racer. A must for speed freaks... **91%**





WipEout 2097 — £44.95

Company Psygnosis **Players** 1-2 **Special** NegCon/Wheel
Memory card✓ **Link-up**✓ **Mouse**✗ **Multitap**✗ — winner
Bigger and better in every way than its great predecessor. **94%**





World Cup Golf — £39.99

Company US Gold **Players** 1-8
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Great graphics, but some of the courses can be imprecise. **80%**

Worms — £19.99

Company Ocean **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗ — winner
Multiplayer joy will be yours to savour in this fabulous battle game... **91%**





WWF in your House — £44.95

Company Acclaim **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Well below average wrestling game. **48%**

WWF Wrestlemania — £39.99

Company Acclaim **Players** 1-4
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✓
Entertaining fighting game with some pretty deadly special moves. **83%**

Retro

How we used to play

Game Name: Spy Hunter
Company: Midway
Year: 1981
Format: Arcade, Spectrum, C64, BBC Micro, Nintendo NES

WipEout 2097 is flasher than an pervert's day out. But its existence owes a lot to Spy Hunter. Created by Midway, Spy Hunter mixed racing with collecting loads of special weapons. As a car-driving special agent, you whizzed up the screen picking off bad guys, and blowing them out the way. It was the first of its kind, and led the way for the likes of Psygnosis.





X2 — £44.95

Company Team 17/Ocean **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A tedious shoot 'em up which is just way too difficult to master... **58%**

X-Com: Enemy Unknown — £44.99

Company Microprose **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✓ **Multitap**✗
Enjoy strategy gaming at its very best as you take on alien invaders **88%**

X-Com: Terror from the Deep — £44.99

Company Microprose **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Pretty much X-Com: Enemy Unknown played underwater... **82%**

Xevious 3D/G+ — import

Company Namco **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Xevious gets a dull and uninspiring 3D makeover in retro compilation. **60%**

Zeitgeist [Jupiter Strike] — £39.99

Company Acclaim **Players** 1
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
Slow, clumsy 3D shooting game which seriously lacks appeal. **43%**

Zero Divide — £44.99

Company Ocean **Players** 1-2
Memory card✓ **Link-up**✗ **Mouse**✗ **Multitap**✗
A sound enough fighting game, but nothing special. **72%**

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#3 Tekken 2

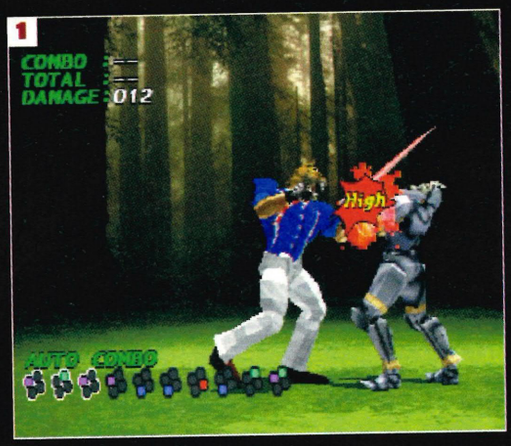


By: Namco
Costs: £44.99
Players: 1-2
First Out: September 1996

What we said then:

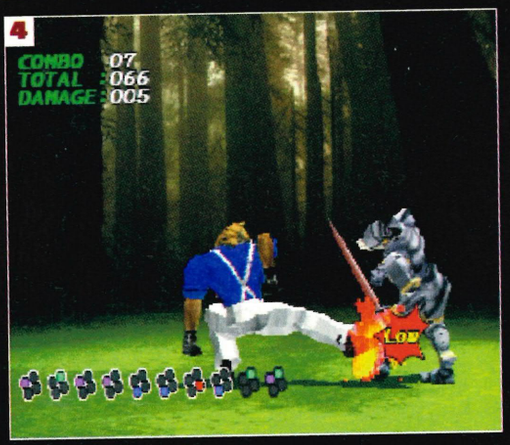
'You'll need to invest some serious time learning all the moves and combos, but you won't find a more rewarding game'

The story so far Just by tapping the button like hell you managed to get past a couple of bad guys. You've even worked out how to pull off some cool special moves, but it's still not enough to cane Devil Kazuya's ass. What you need is a bone-breaking 10-hit combo. Bored with crummy kickboxers and karate blokes, you pick fur-headed wrestler King.













That magic moment You've pulled of the 10-hit combo in the practice mode, now it's time for the real thing. King kicks off with a one-two move to Yoshimitsu's ugly mug **[1]**, then follows up with a devastating series of body blows **[2]**. Still reeling from the punches, Yoshi takes another whupping when he's kicked to the leg and face **[3]**, then his feet are whipped away by King's nifty leg sweep **[4]**. To top it all off, King grabs the metalbonce and holds him above his head **[5]**, then slams him into the ground **[6]**. Ouch, that's gotta sting...

Why we like it Until you master the 10-hitter you're nuthin' in Tekken 2. Cracking it is the key to success in the game. And in two-player mode it's a must. Let's face it, there are few better gaming feelings than when you grab a mate and empty their enemy bar before they can get a punch in. You don't have to be a gaming geek to pull off a 10-hit combo either. Sorted!

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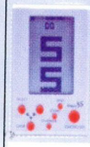
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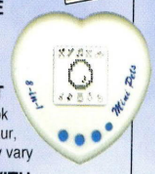
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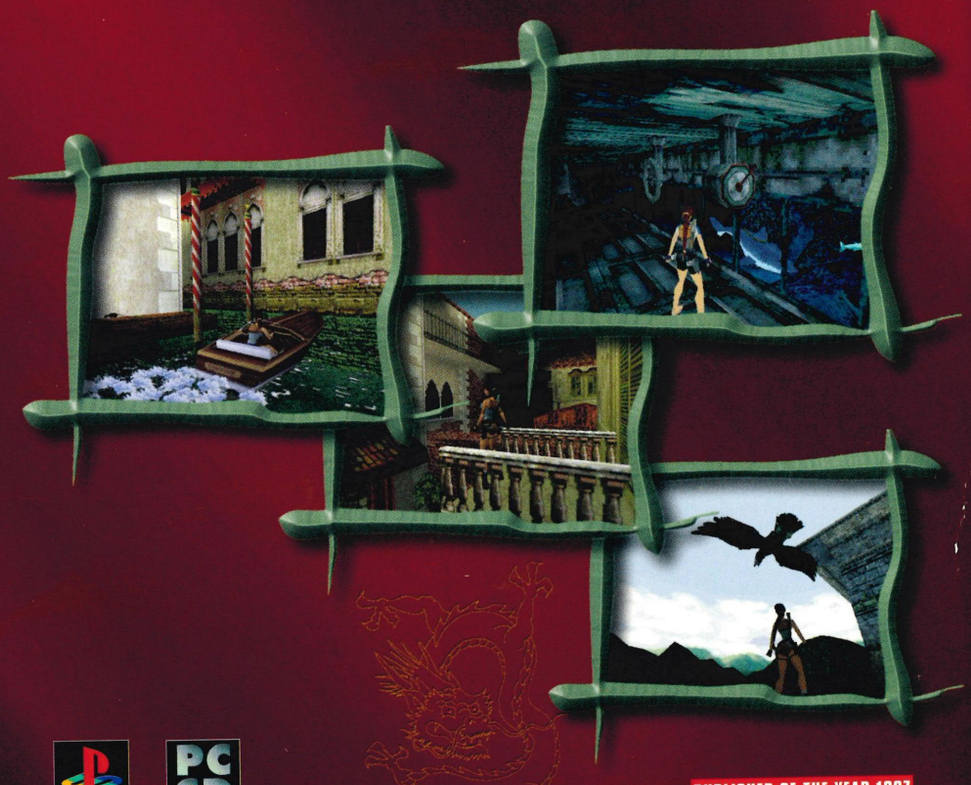
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PC Zone 94%

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Official PlayStation Magazine STARPLAYER

Official PlayStation Magazine 10/10



PlayStation

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